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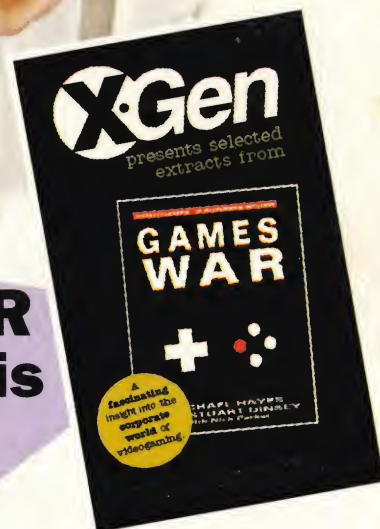
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Welcome back one and all to a fully rejuvenated CD32 Gamer. This has been one of those months where things have just slotted into place and everyone's left feeling pretty bloody good about life in general. No arse-ups, no demo-disasters, and above all, no late nights on deadline. Hurray! Two corking exclusives from Gametek are here for your enjoyment and the Coala review just goes to show software publishers are once more beginning to recognise the Amiga as a valid and profitable platform.

Good news also from Team17 who provide us with an insight into just how the market is perceived from the inside.

So the year of our Lord 1995 draws to a close with the interactive CD market now installed as the number one entertainment medium. The look-back feature charts the ups and (many) downs of the past twelve months but it's testament to the resilience of the brand and fierce loyalty of its users that the Amiga is now emerging once more as a high street force with many new additions to the family planned until well into 1997. All that remains to be said is, here's to the next twelve issues, and may they be as good as the past twelve!

□ Miles Guttery



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Extracts from Princess Di's interview? You won't find 'em here. Just the cutting edge important stuff they couldn't handle on News At Ten!

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It's on the cover, it's got a six page exclusive rave review, and it could be yours for free! Find out what it is on page eight.

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The first three levels of Alien Breed 3D conquered as well as an in-depth player's guide to the game on everyone's lips, Worms. We've also got another batch of golden oldie mini-tips and everything you ever needed to know about Super Stardust!

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We didn't write them, so who did? The readers forum where you get to air your views on whatever niggles your spleen. It's your section so use it wisely.

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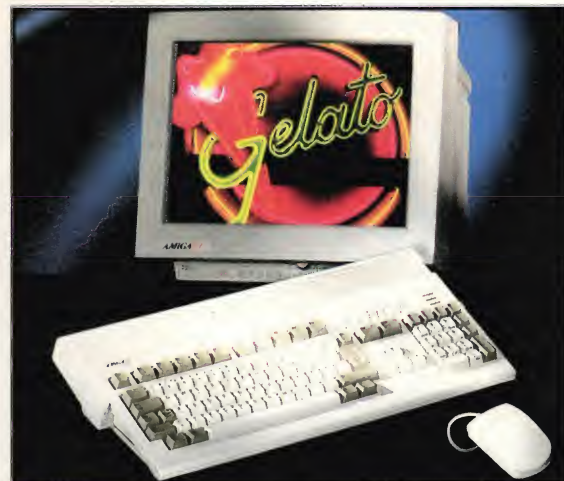
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Commodore is Back!

The company may be dead, but Commodore lives on this month thanks to the launching of a new range of Multimedia PC's from Escom.

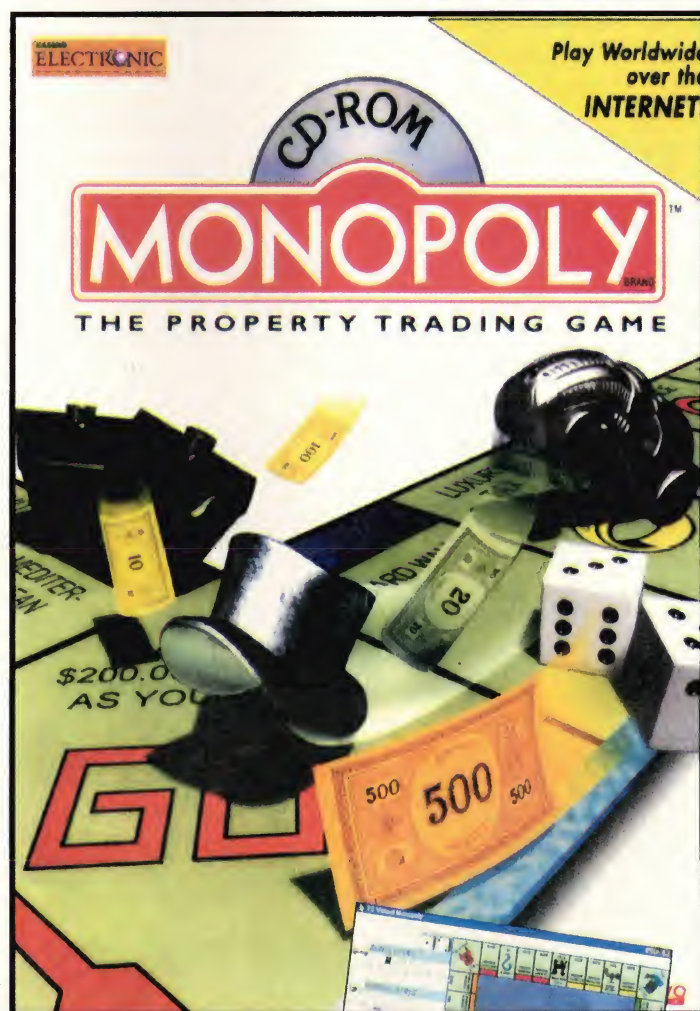
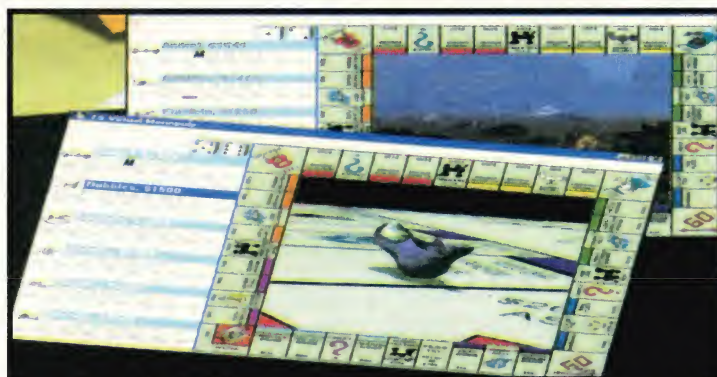
Before its unfortunate demise, Commodore built up a strong reputation within the industry due largely to its machines two outstanding attributes - high-powered performance and unbeatable prices. Escom have continued this trend and the Commodore range of Pentium PCs are extremely competitively priced and feature all the latest PC wizardry and gadgetry. As a result the new range is certain to sell - pushing Commodore back to the fore of the computer industry where it rightly belongs. Freddie Mercury may not have wanted to live forever, but the Commodore faithful will be pleased to know that the future of the worlds most famous computer brand name looks likely to live on and on and on and on!



Monopoly

Translating board games from a cardboard box onto a computer is not a new thing. It's been tried, oh, many times before, but rarely with any success (Trivial Pursuit being the notable exception). You see, as visually entertaining as a computer translation of a board game may be, you just can't beat the interaction you get from sitting down around a table with some mates, downing a few beers and shouting abusively at each other all night. Well, that was until Hasbro came up with the ultimate solution - Monopoly. Oh no, not another Monopoly computer game you might say, but this isn't just any old translation of Monopoly, it's a fantastic interactive extravaganza that lets you play your mates, the computer, or even some wally down the internet you've never even met!

Hasbro hope to release Monopoly across the board ('scuse the pun), so good news for CD32 owners everywhere. Another title to ask Santa for!



E3 hits Japan

After the huge success of E3 in California, the organisers - some yank outfit - have announced plans to take the show overseas. First stop will be in Japan, with future shows also planned for Europe, South America and Singapore. Generally, the arrival of E3 in Europe would be welcomed by the industry - although it would undoubtedly put a huge question mark over the future of ECTS.

Rental Free-for-all

Recent decisions by the powers-that-be mean that retailers could soon be buying rental licenses for around £100 apiece. The move is expected to cause a boom in games rental and will go some way to satisfying the MMC's recommendation for a try-before-you-buy set up. The only opposition the move has faced so far, comes from the video rental giants - who fear games rental could have an adverse affect on their profits. Still, tough luck I say!

Gallup Charts are back too!

Last month, a temporary moment of insanity by the American owners of the Gallup charts, led to the plug being pulled on the industrys most valuable source of gaming info. Gallup not only provides charts that help to see which games are hot and which are not, they also help software producers see which genres of game are selling, how many units are being shipped, which consoles are dominating the market and which are getting software support. Without such information and knowledge the gaming industry would be playing the market blind. Thankfully, huge objections, not to mention loads of shameless begging from everybody, has earned the charts a temporary reprieve. They're now safe until December and a long-term deal will hopefully be sorted out by then. Thank God for that! For a while I thought I was gonna have to write a few more news stories to fill the space!



Amiga retails through Escom

The new Amiga 1200 bundle got it's biggest promotional push yet last month, when Escom rolled the package out to 200 of its stores across the country. A high-profile presence on the high-street is just what the machine needs at this make-or-break time. As of yet, there's been no figures to suggest how the relaunch of the Amiga is going, but Escom have been quietly pleased with its progress.



THE TOP TEN CD32 GAMES CHARTS!

As predicted, Alien Breed 3D enters the charts at number one, closely followed by the surprising re-entry of Speedball 2. The rest of the charts seemed to be filled with old favourites that are playing a warped version of Musical Chairs, shuffling their positions around every month. With the impending onslaught of the Christmas season almost upon us, it would be nice to see the entire CD32 charts filled with new games. Until publishers realise that the CD32 is still alive and well in this country, then expect to see the same games cropping up again and again. Oh well, at least it can't get any worse, can it?

- 1 (NE) ALIEN BREED 3D
- 2 (NE) SPEEDBALL 2
- 3 (9) GLOOM
- 4 (-) SUPER METHANE BROTHERS
- 5 (2) MORPH
- 6 (NE) ROADKILL
- 7 (-) WEMBLEY INT. SOCCER
- 8 (NE) SUPER PUTTY
- 9 (6) LEMMINGS
- 10 (3) PGA EUROPEAN TOUR

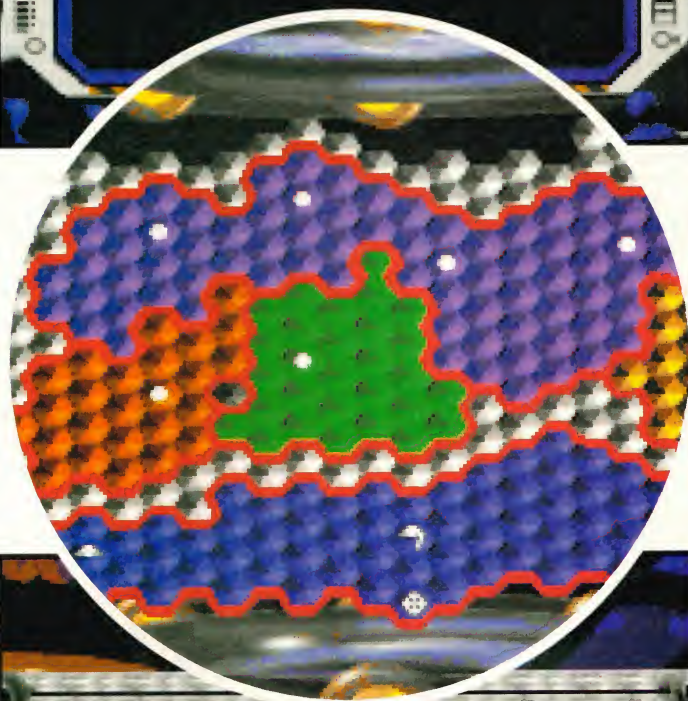
CD competition

Star Crusader finally arrives on the CD32 this month and what a belter it is -

Gametek have really come up trumps with this fantastic futuristic space blaster. To celebrate, we've got ten copies of the game to give away in another bonkingly barmy giveaway compo. All you have to do to win a copy is read Miles' review later in the mag and answer the simple questions below. When your done, send your answers to: Star Crusader in the Sky with Gametek compo, 14A Union Street, Newton Abbot, Devon, TQ12 2JS. The first ten correct entries pulled out of the metaphorical hat, win a copy each.

The Questions

- 1** Q) Which Development team produced the fantastic space combat sim, Star Crusader?
A) was it: a - Take 2
b - Take That
c - Take Back
- 2** Q) Who said 'It's life Jim, but not as we know it'?
A) was it: a - Captain Kirk
b - Spock
c - Scotty
- 3** Q) Which Character role do players assume in the game Star Crusader?
A) was it: a - Captain James T Kirk
b - Buck Rodgers
c - Roman Alexandria
- 4** Q) In which troubled solar system is Space Crusader set?
A) was it: a - Milky Way
b - Ascalon Rift
c - Mars Bar





Back issues

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Magazines (with disks)

These are still available, magazine and disk intact. Order now to avoid disappointment!

issue 7

CD32-enhanced **Tower Assault** review, plus **Beneath the Steel Sky**, **Roadkill**, **Fields of Glory**, **Marvin's Marvellous Adventure**, **Alien Breed** and **Jungle Strike**. Previews of **Evasive Action**, **World Cup Golf** and more. There's a **Universe** solution plus **Gunship 2000** tips. Disk includes **Bump 'n' Burn**, **Beneath a Steel Sky**, **Kid Chaos**

issue 7 SPECIAL

Identical to our regular **CD32 Gamer 7**, except that along with all the top games detailed above, you also get the complete game of **Lamborghini American Challenge** from Titus Software! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

issue 8

At last - **Theme Park** arrives! Also reviewed - **Pinball Illusions**, **PGA Euro Tour** and **Subwar 2050**. Preview of **Frontier II** plus David Braben interview. Tips include a **Beneath a Steel Sky** solution. Cover CD features our most popular cover demos

such as **Banshee**, **Body Blows**, **Chaos Engine** and others, and also features a new **Clockwise** demo.

issue 9

Skeleton Krew blasts on to the CD32 and gets a full review. Also features an interview with the programmers of **UFO II**. Reviewed - **Flink**, **Benefactor** and the **Dizzy Collection**. More **Jetstrike** and **Jungle Strike** tips. Cover CD features **Emerald Mines**, **The Big Engine** and **Akira**, plus more classic demos.

Disks only

The following are available as disks only, without the actual magazines, and are thus being offered for a mind-blowing £3.95 including p&p. Can't say fairer than that, can we?

Packed cover disc featuring **Cannon Fodder**, **Heimdall II**, **Ultimate Body Blows**, **Fire and Ice**, **The St...** more P... shake a rubber chicken at.

issue 2

SOLD OUT!

Aha! Enter the realms of the **Legacy of Sorasil** with our cover disk from Issue three. Other good... **Chall...** and **Roger Mansell**. Lots more PD and shareware too.

issue 3

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Eek - the **Little Devil** found his way onto this month's cover disk, being one of the best looking... **Arcade...** shareware and PD decided to join him too.

issue 4

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Rise to the occasion with **Rise of the Robots**, the main feature of this cover disk. **Bubble and Squeak** and a... **Soccer** PD ca... languishing here too.

issue 6

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On the team

Ossett, West Yorkshire — a name synonymous with, erm... absolutely bugger all actually! So how come some of the best CD32 games ever can be traced back to this sleepy town full of whippets and pigeon lofts? We sent the our roving team of reporters to find out just who the hell Team17 think they are.

One company has released more consistently highly rated Amiga games than any other over the last three years. That includes two Gamer Golds in the very last issue of CD32 Gamer alone! So just how do Team 17 do it? We figured it was about time we took a look round the most fertile stables in CD32 land to find out exactly what makes them tick.

The six programming boffins who would go on to form the nucleus of the company we know today all got together during the heady days of

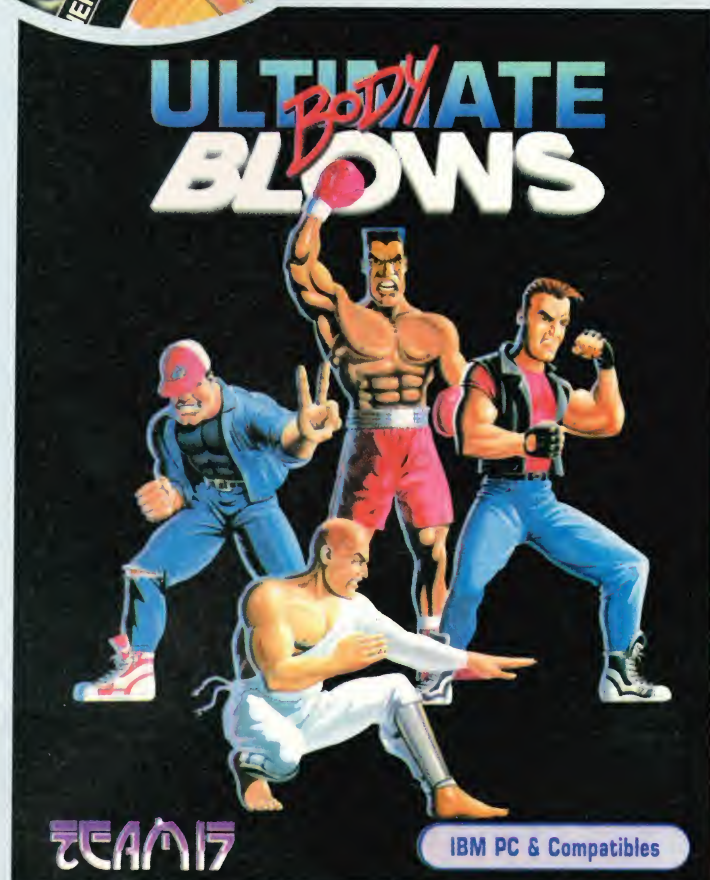
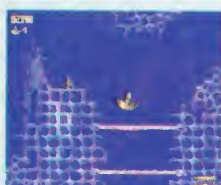
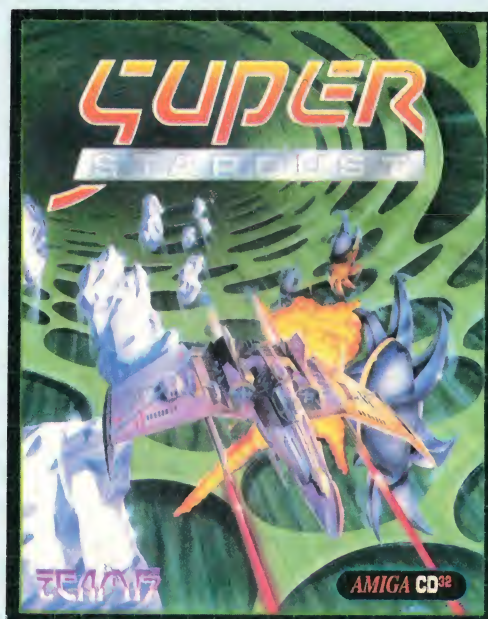
1988-89 when Amiga was the format to be seen with. All had been involved in the PD scene, producing demos and whizzy glimpses of what the machine was really capable of. Evidence of this can be seen in many of the company's titles — the tunnels and shimmering water worlds of *Super Stardust* are prominent examples.

A fellow by the name of Michael Robinson came into the picture in 1991. At the time the Amiga was still top of the

home computer gaming tree. The sorry ST had long since passed into memory and players who wanted a bit more variety and depth in their gaming would

always choose the Amiga ahead of Mega Drive and SNES with their polished but vastly over-priced and ultimately shallow arcade appeal.

Robinson was the man behind retailers Microbyte but branched out into software development with the formation of 17-Bit Software. 17-Bit concentrated on PD and Shareware and soon established itself at the forefront of its field. Buoyed by the new company's success, a further company was formed out of 17-Bit. That company was Team17. By and by



PROJECT-X



TEAM17

IBM

17-Bit was sold off and Microbyte got into financial difficulties resulting eventually in liquidation.

Team17 however continued to go from strength to strength in the capable hands of Andreas Tadic, Rico Holmes, Peter Tuleby, Stefan Boberg, Allistair Brimble and Martyn Brown with Mikey Boy at the helm. The company now employs more than 60 people including six of those original seven in various capacities.

'Our brief was simply to kick ass!' Says Martyn. 'We weren't happy with the standard of Amiga games back then and just wanted a chance to prove that we could do much better.'

The first Team17 game ever was a beat-'em-up called *Full Contact*. Put out at £9.99, the game topped the Amiga budget charts, helped establish the company in the commercial sector and

pave the way for their rather better known second release. You might have heard of it. A little game by the name of *Alien Breed*. Originally a full price release, it wasn't until an enhanced version came out at budget price that the legend really began to take shape. Scooping magazine accolades left, right and centre, *Alien Breed Special Edition* sat atop the Gallup UK chart for a record 33 consecutive weeks and was still hanging in at number two a full year after release!

One comment often levelled at many earlier Team17 titles was perhaps a slight lack of originality; in format at least. This, now-Development Director



Martyn Brown tells us, was entirely intentional. Not merely to milk dry the tried and tested genres, but to produce the definitive title in each of the classic styles. The feeling was that many of the classic arcade games had never appeared, or at least never been done justice on the system.

'The genres thing was something that really was planned,' confirms

Martyn. 'We had become annoyed that so many classic arcade games just never made the transition to the

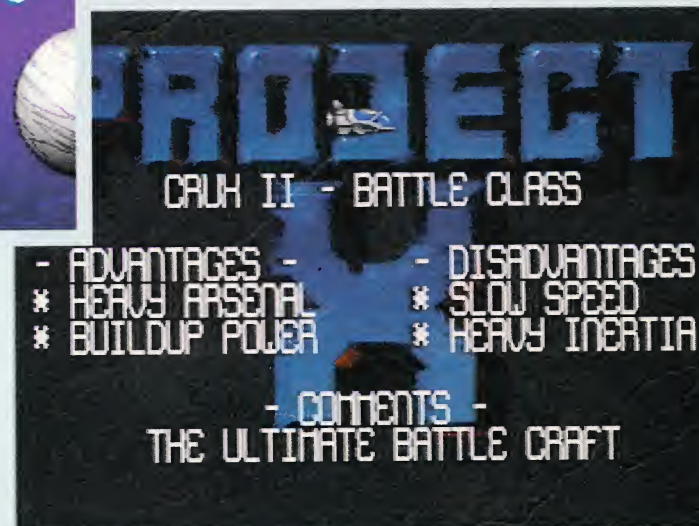
Amiga so we went out to try to bring classic arcade quality and flavour to the machine. In effect it meant we released what we considered to be the best possible in the genres — we didn't try anything completely original, but gave people what they had been asking for. Nowadays we concentrate on 100% gameplay or nothing at all.'

Step up *Body Blows*. The Amiga had never really had a decent beat-'em-up (*IK+* was beginning to look seriously long in the tooth, especially with *Street Fighter 2* taking the world by storm). It has per-

haps been surpassed since, but *Body Blows* remains a highly playable and fun

title which, for a good year and a half at least, wore the mantle of undisputed king of the Amiga beat-'em-up scene.

Step up *Project X*. There has been much snobbishness towards the good old scrolly shooter in recent years. Especially now in an age where 'interactive' is the watchword and anything which doesn't involve a manual the size of a small Caribbean atoll is deemed painfully shallow and of little value. Fortunately, some of us still remember our roots and there'll always be a place for the good old up/down/left/right/fire jobbos in our collections. Loads of power-ups and so-scrummy-you-



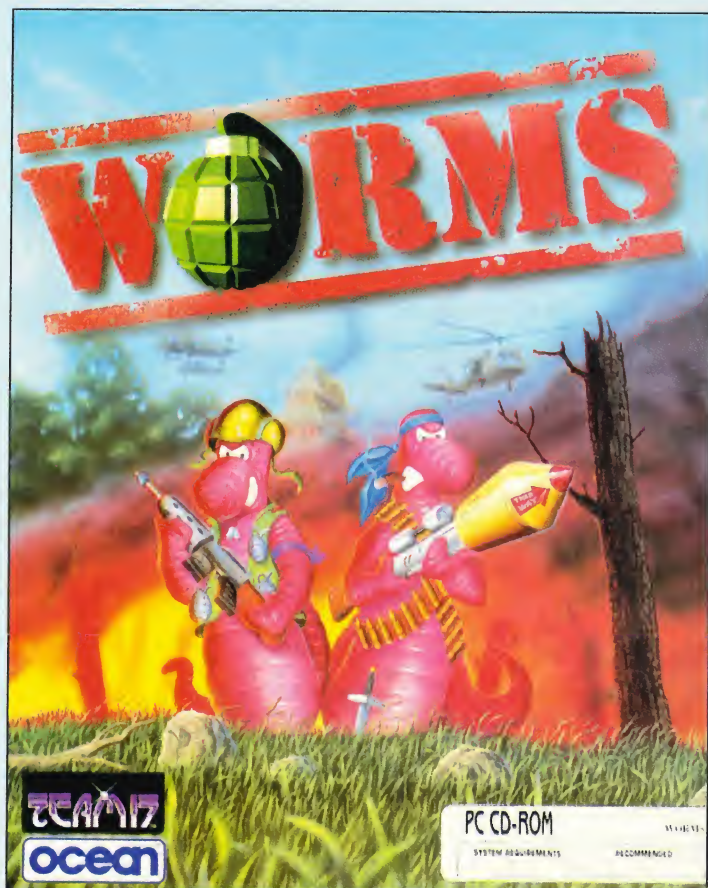


could-eat-them-right-up backdrops gave *Project X* a nineties look combined with classically eighties feel.

Step up *Super Stardust*. Asteroids was one of the first ever arcade machines and has long since been a firm favourite with PD programmers. The rotate and thrust control system always took some getting used to but added a whole new dimension to the way games were played. It enjoyed a mid-eighties update in the form of *Blasteroids* which still enjoys a place in the hearts of many gamers, but *Super Stardust* is quite simply the 'it' as far as the genre is concerned. Lush backgrounds and breath-taking ray-traced sprites, dazzling guardians and those tunnel bits all add up to a large helping of un-put-downability.

Step up *Superfrog*. SNES owners had platform titles coming out of their armpits right from launch. By 1993, virtually every other Super Nintendo release was either a beat-'em-up or involved a cutesy character jumping around various cartoon worlds, stamping on nasty's heads and collecting sweets. The Amiga however was largely by-passed by this phenomenon. *Zool* from Gremlin was the only offering to rival the consoles for speed and colourful action but received review scores ranging from the excellent to the utterly unimpressed. Good looking but limited and uninvolved in the long term was the general consensus. *Superfrog* with its cartoon intro, speedy, smooth scrolling and Sonic meets Mario (with a hint of a few others as well) gameplay charmed and hooked all who played it.

So with all these top titles to their credit, which, we asked, were the lad's favourites?

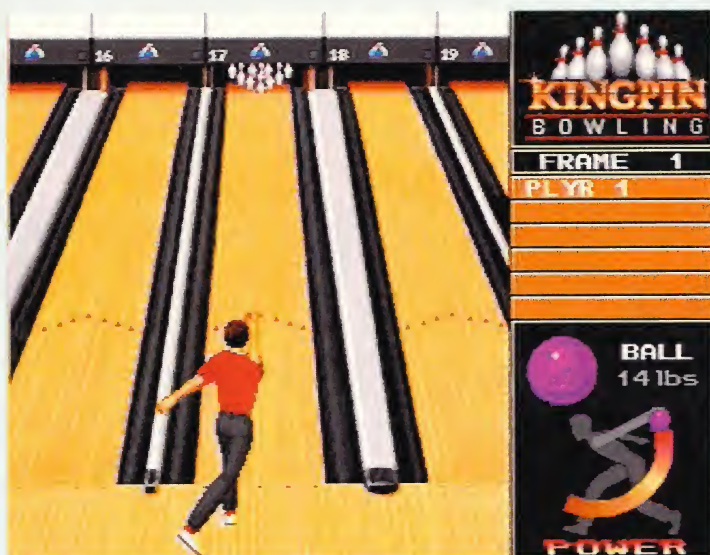


'The most successful title is hard to judge. I suppose everyone has their particular favourite. I think the title that really got us moving was *Alien Breed Special Edition* as it stayed at number one in a very competitive market for so long. *Project X*, *Superfrog*, *Body Blows* and *Arcade Pool* also all had their own little slices of success but I think it's nothing compared to the fuss *Worms* will cause!'

As for the deal which has seen them join forces with industry giants Ocean, Martyn Brown explains...

'The deal with Ocean simply made sense. The market is growing and maturing rapidly. At heart we are still a small company with good ethics. We haven't the marketing clout, we haven't the power in the console field and we do not have the necessary sales force in the States. In order for us to expand and get into other markets it was obvious we needed a strong partner who was interested in quality games. We chatted to a number of the big guns and Ocean won hands down. For the future it means more Team17 titles will be sold in more territories and on more shelves world-wide on more platforms. That gives us the development incentive and experience to go on producing great games.'





Which brings us nicely onto the future. Just where do Team17 see the Amiga market going in the coming months?

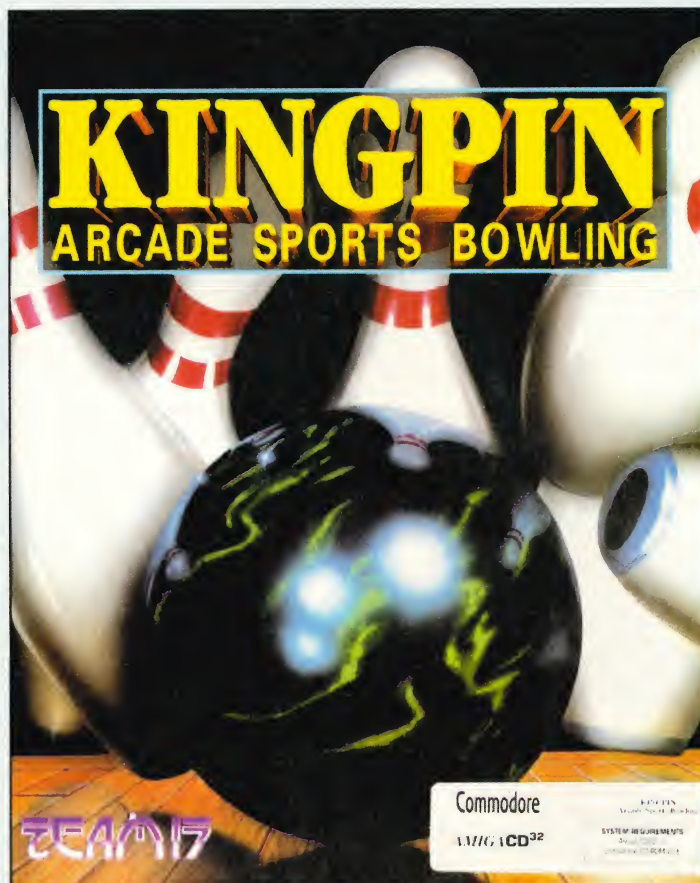
'The Amiga has been exceptionally good for us, and we believe we've been good to it also. Sort of old pals being good for each other. There was something about the Amiga in the 88-92 era that'll always be special and I don't think I'll ever feel the same way about a market place, a machine or its users ever again. It was magic. I apologise for using a past tense but the problem these days is that the machine is going through the mangle a little. With a stroke of luck it'll pull through, although it's a toughie.



The main development platforms are C-based; (That's a software development language, binary communication fans — Dino) these days they all are throughout the industry. Platforms such as PC CD-ROM, Sega Saturn, Sony PlayStation etc. all use it. It's currently difficult to see the Amiga involved in any plans without large backing from Amiga Tech. Games are getting too big

and complex for technology which is now, afterall, ten years old. But if the signs are right and the Amiga does bounce back this Christmas, who knows? It's by far the easiest system to develop for and we have a lot of experience.'

Experience indeed, and a track record that speaks for itself. With so much talent ready to put itself firmly behind the Amiga it certainly would be a tragedy were it to be lost to other formats. But the message is there in black and white — the support is there if Amiga Technologies want it. In the meantime we'll



leave you with one last cheery message from the Team17 boys — 'We're not done just yet!'

Thanks lads. Keep up the good work and don't forget your friends right here in the CD32 Gamer offices!

THE TEAM'S CD32 GAMEOGRAPHY

ALIEN BREED	77%	Issue 1
F17 CHALLENGE	73%	Issue 1
PROJECT X	89%	Issue 1
QWAK	84%	Issue 1
ARCADE POOL	88%	Issue 2
SUPERFROG	85%	Issue 2
ULTIMATE BODY BLOWS	93%	Issue 2
SUPER STARDUST	90%	Issue 5
ALIEN BREED 2	72%	Issue 7
TOWER ASSAULT	91%	Issue 7
KINGPIN	80%	Issue 10
ATR	93%	Issue 10
WORMS	92%	Issue 18
ALIEN BREED 3D	91%	Issue 18

The Year That Was

1995 is drawing to a close and what a year it's been. We've seen the demise of Commodore, the birth of the next generation of games consoles and Miles actually washing his hair! We take a little look back over the past 12 issues of CD32 Gamer, and speculate on what lies ahead in 1996.

Issue eight

A new team and a slightly new look take CD32 into the new year. Mar and Stu Wynne move onto pastures new, and in come Mark Smith and Miles Guttery. The long-haired one was soon to become editor, but that was for later...

Issue 8 was supposed to be a ground-breaking issue. Another duplicate issue, featuring the full version of Quik was lined up, only to be delayed due to production problems.



Sometimes in the wide, wide world of magazines, things go wrong. What more can we say?

The long-awaited CD32 version of Theme park was featured on the cover, and gained a Gamer Gold award for itself in the reviews section of the magazine. Having already gained the approval of thousands of fans on other systems, it was a real treat for CD32 owners to see a smash hit make its way onto their system at long last.

David Braben was the subject of a CD32 special feature on his new game, First Encounters. The author of the classic Elite talked in great detail about the sequel to Elite which was one of the most played games of the eighties. Boasting a new combat system and a star chart that accurately showed over 10,000 stars and planets, First Encounters looked sure to be a hit. Sadly, when the game was released, it's 'new' combat system turned out to be quirky to say the least, and didn't produce the same amount of excitement that its predecessor did. Ah well, you can't win 'em all.

Issue nine

A month later, Skeleton Krew was featured on the cover of issue nine of CD32 Gamer, but there was still no Quik special to be seen anywhere in the universe. More problems reared their ugly head, but it was towards the end of the month that it finally made it to the shelves, and was snapped up in its thousands.

Issue nine was unique for quite a few reasons, but the biggest one of all was that the reviews section didn't contain a single Gamer Gold award. The team decided to give all the games a really tough time, and only the best got a halfway decent score. None of them, however, lived up to the standard that merits a Gamer Gold award.

Readers were again treated to another interview with some top industry figures (No, we don't mean Dom Diamond!): Stuart White and Steve Goss, programmers of the rather excellent UFO: Enemy Unknown. These guys were chatty to the extreme, and



Issue ten

M even though we only had a limited amount of space available, the resulting text could've filled the entire magazine.

More changes this issue, but this time it was personnel, not editorial. Miles took over as editor from Mark Smith, who left the long-haired one to cast his guiding hand over the magazine. After being dragged down from Shropshire to Newton Abbot, Miles had fitted in nicely in the CD32 Gamer offices, and had proved his worth time and time again. CD32 Gamer would never be the same again (Neither would Newton Abbot! - Dino).

All Terrain Racing (more commonly known as ATR) was feature don the



cover, and gained itself a Gamer Gold award in the review section of the magazine. This was yet another great game from Team 17, one of the very few companies still supporting the CD32. Constantly releasing new titles, they have long since become the best CD32 publisher in the world, and the best was yet to come, although we didn't know that at the time. We also previewed Alien Breed 3D, also from Team 17. Over the next few months, many speculations regarding its

eventual release were bounced around, but it wasn't until the later half of the

Issue eleven

A year that it finally was ready to review. Another first for the CD32 was featured on the cover of Issue 11. Super League Manager was the first full football management sim to appear on our hallowed grey beast, and what a reception it received from the football-mad nutters in the CD32 office! Gaining a Gamer Gold award and a 90% review score, Miles, Jon and Mark were practically glued to the screen, and thanks to a cover-mounted CD demo, readers could also get a taste of the game for themselves. Skid Marks also joined the Gamer Gold club

US Gold and Virgin Interactive Entertainment were in the headlines this issue. Both companies announced conversions of two major games onto the CD32. US Gold set heads reeling with their announcement that Super Street Fighter II would be converted and released in the near future, and if this wasn't enough,

Virgin announced that Lost Eden, the PC CD-ROM smash hit, would be hitting a CD32 near you soon. Sadly, no sooner had the magazine been printed, Virgin shelved all plans for Lost Eden indefinitely, and disappointed quite a few CD32 owners in the process.



Issue twelve

Issue 12 fell right on the brink of the spring ECTS. This show (now being held twice a year) has become the cornerstone of the UK trade industry, with all the major companies showing off their latest wares. Sadly, the CD32 wasn't the star of the show; in fact, it wasn't anywhere to be seen. Yes, the spring ECTS was completely devoid of CD32 life, and we were laughed at whenever we asked anyone about the possibility of their latest smash hit being translated onto our fave console.

The rest of issue 12, by contrast, was a much better deal, except for the now regular news of six planned games being 'indefinitely delayed'. Shadow fighters featured on the cover, and was unanimously voted for a Gamer Gold award in the reviews section of the magazine.

The latest addition to our ever increasing list of top industry name interviews, we sat and chatted to Mike Woodruffe, programmer and designer of Simon the Sorcerer. Mike gave his opinion on the current state of the CD32 market, and talked in detail about the making of Simon. He also gave us a sneak

preview of Simon 2, which looked even better than its fore-father. Lastly, the range of hardware gadgets that you can bolt onto your CD32 was given the once-over by the CD32 Gamer team. In a special feature, we looked at the SX-1 and the Zappo CD-ROM drive. The SX-1 (in case you don't know) turns your CD32 into a fully fledged Amiga 1200, complete with keyboard and disk drive. Grab a back issue if you missed out on this very important feature.

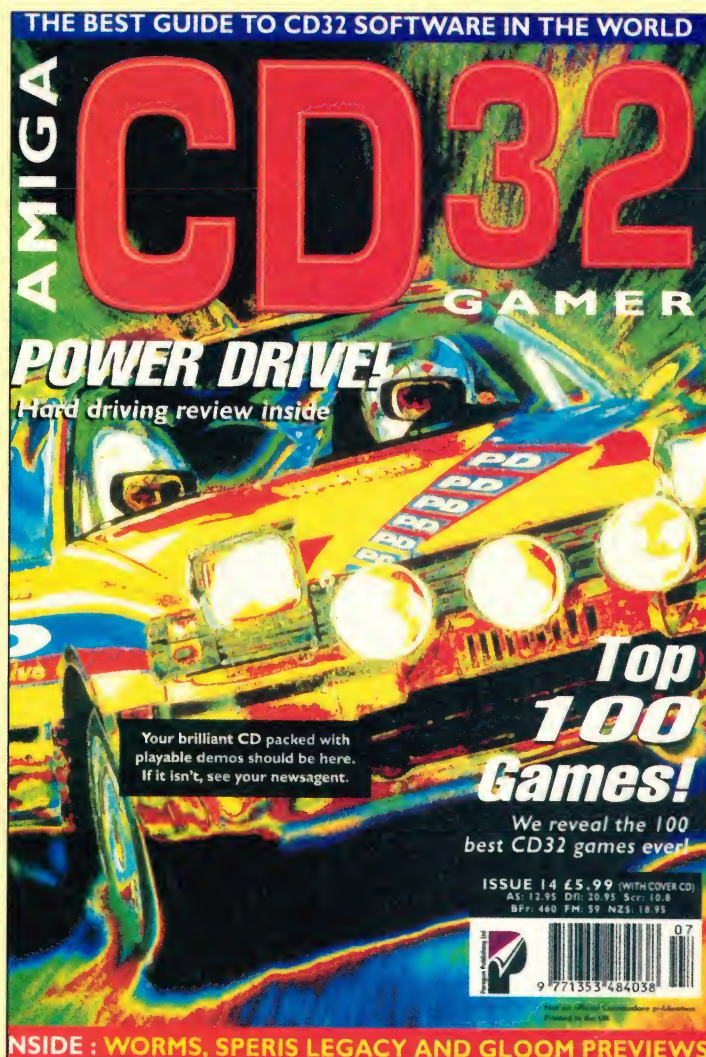


Issue thirteen

Many games have been called 'classics' over the years, and no doubt most of them deserved this title. There is one game, however, that should be in everyone's collection and CD32 owners have been waiting for it for months. Yes, Syndicate finally arrived on the CD32 to the delight of the entire country.

Bullfrog's action/strategy game went down a treat with everyone here, and we all had no qualms about giving it a Gamer Gold award. Just the right blend of frantic shoot-'em-up action and wargame type strategy made this game a winner from the start, and it's still one of the games we stick on the office CD32 every now and then to kill those dreary hours while you wait for your designer to lay out the final pages.

Issue 13 also carried the news that German giants Escom had succeeded in buying Commodore and all the rights, patents and trademarks to the Amiga family of computers. After many months of speculation, the way was finally clear for the CD32, although it would be a few months until we would learn what Escom had in store for our machine.



Issue fourteen

Powerdrive was featured on the cover of this issue, and for once, it looked like the CD32 games market was picking up. Three previews of some very nice looking games found their way into the mag, but sadly, it was not to be. Yet again, we couldn't find any games for review except the cover game, and so the rest of the mag was left looking decidedly empty.

That doesn't mean that there was nothing at all to read in the mag. Oh no! A four-page FMV feature looked at some of the Video CD titles your CD32 can play with the help of the FMV card. We also talked to the programmers of Photogenics, probably the most pirated art package on the Amiga today. "The package was on BBS systems within four hours of its launch at the World of Amiga show," said Jolyon Ralph. The interview highlighted the ever increasing piracy problem on the Amiga family of computers, but it seems that there is very little we can do to stop it.

The CD32 team gave their version of the best 20 games that are available for the CD32, as well as a packed tips section. Tower Assault came out on top with Cannon Fodder and Jetstrike coming in close behind. Somehow, what with the lack of games that have been released recently, I suspect that this tip 20 hasn't really changed that much at all.

Oh, one last thing: We also welcomed another addition to the CD32 Gamer team in issue 13. John Bruford joined us as Sub-Ed after a brief spell on some of the lesser Amiga mags, and settled in nicely.

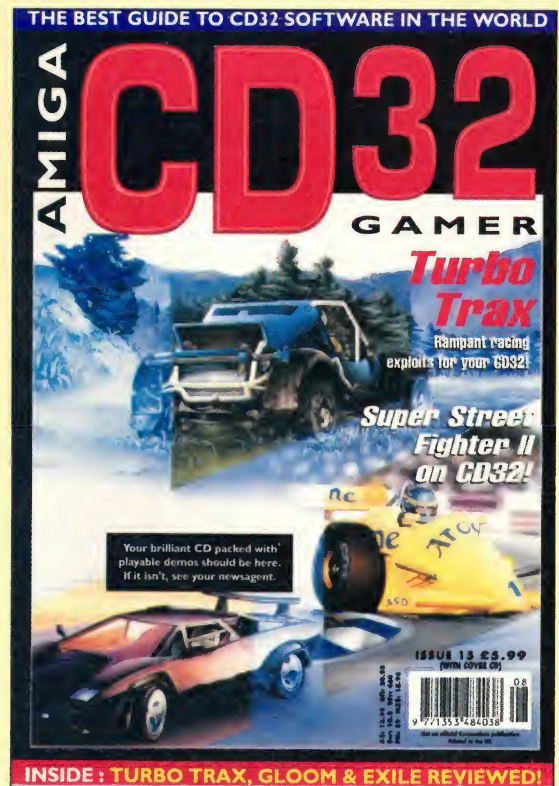
o sooner had John Bruford joined CD32 Gamer, he disappeared! He was with CD32 Gamer for one solitary issue, but it seems like the rigours of the magazine world were just too much for poor ol' John. It just goes to show that you never can tell, eh?

Issue fifteen

NJohn wasn't the only thing missing from CD32 Gamer. As more and more publishers decide to drop their support of the CD32, the supply of new games was slowly drying up. The next few months would see a drastic decline in the number of games that we reviewed each issue (It's not our fault, honest!), but the games we did review still got the above average treatment that CD32 Gamer prides itself on. Turbo Trax (This issue's cover game) and the excellent Doom-clone Gloom got Gamer Gold awards, and well deserved they were too!

Issue 15 also saw the release of the third special issue of CD32 Gamer. As before, buyers got a full-priced game and tips pack-

age in one magazine at a fraction of the price. It wasn't surprising, therefore, when this very special magazine flew off the shelves as fast as the guys in WH Smith could refill them!



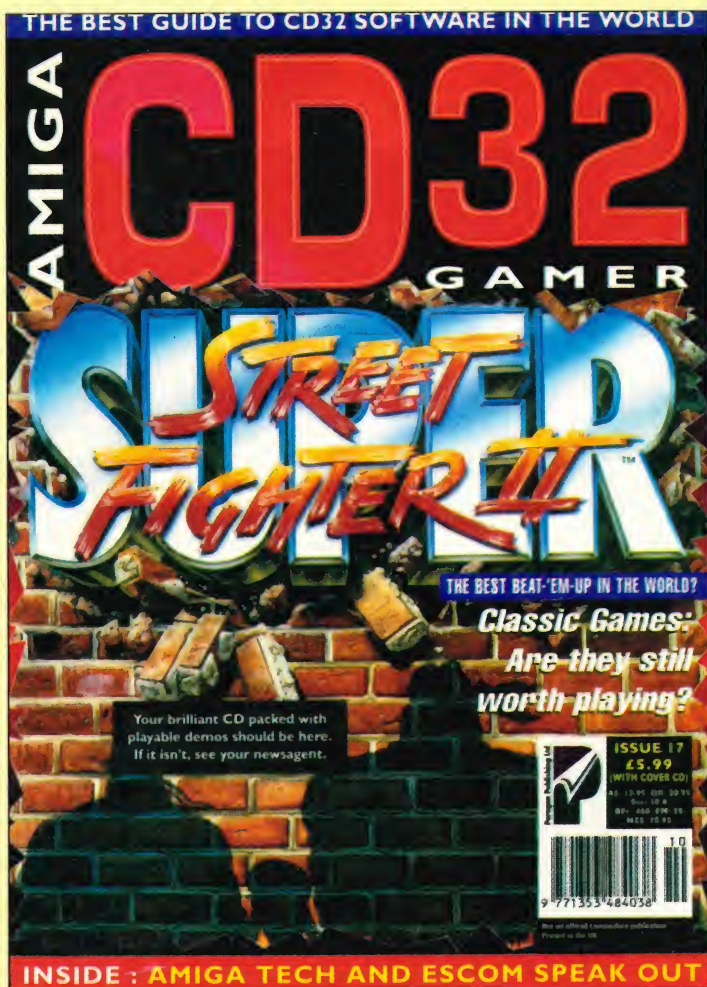
Issue sixteen

Tower of Souls graced our cover this month, but there was more to this issue than games. Our esteemed Art-Ed, Anne Friend, decided to leave the sunny plains of Newton abbot and return to her adopted country of Egypt. Thankfully, we finished the issue before she left, and in turn welcomed Brad Wells as our Art-Ed. As you can see from the following issues, he made a damn fine job of it, too.

Issue seventeen

Issue 17 was one of complete opposites. The good news was that we finally got to review the superb arcade conversion of SSFII by US Gold. 'Near perfect' is the only way we could describe what must be the best beat-'em-up on the CD32, and we even had a cover CD demo lined up for you. The gremlins struck again, and despite numerous hour-long telephone calls to US Gold and the developers of the game, we could not get the cover CD demo to work properly. Rather than give you an inferior version, we decided to pull it until the problem could be sorted out.

That was the first bit of bad news. The second involved the rapidly dwindling supply of new games for CD32 owners. SSFII was the only new review in issue



17, so something interesting and novel was called for. Contributor Hayen Jones came up with the brilliant idea of re-reviewing some classic games to see if they stood the test to time, and lo and behold, the Reviews Revisited section was born. We took some of the most talked about and classic games and subjected them to a further grilling (Miles suggested that we pop a potty on their heads, do something disgusting with a flowery bap and shout 'dinner time, Fido!'. I think he's been watching too much Blackadder lately). Some unusual remarks were made, and there were a few surprises thrown in as well.

Lastly, we had an exclusive interview with Amiga Technologies, the now parent company of the Amiga family of computers. After Escom's buy-out of the now defunct Commodore, Amiga Tech went to great lengths to tell us of their plans for the Amiga, and specifically for the CD32.

Issue eighteen

The penultimate issue of the magazine saw Amiga legends Team 17 once again in the limelight with Alien Breed 3D. Taking its cues from Doom, Alien Breed 3D turned out to be a little gem of a game that had us all hooked from day one. It earned itself the prestigious Gamer Gold award for itself as well.

The tips section of the magazine has long been praised by our readers as one of the best sections of the mag, and this issue was no exception. Miles covered SSFII from tip to toe, giving would-be champions his expert advice (And no, he doesn't wear a bandanna!) while the rest of us banded together to bring you the first part of a complete guide to Team 17's Super Stardust.

We also welcomed another new edition to the team. Dino joined us after he moved down to Newton Abbot from his home town of Bournemouth. Hopefully he'll be staying a little longer than John...

The games situation started to pick up, probably due to the impending arrival of the Christmas season. We exclusively previewed Virtual karting, a superb 3D

racing game that puts the likes of Mario Kart to shame. This will be one to watch out for...

Issue nineteen

You're reading it!

And so, another year comes to an end. What will '96 hold in store for us? Will Miles finally find a girl that can put up with him for more than a few hours? Will the CD32 finally become accepted into the increasing range of games consoles, or will it fall into obscurity? Will Jon stop cutting his hair with a pair of hedge trimmers? Could the buy-out of Commodore be the best thing that happened to the Amiga, and lastly, will Dino ever be able to beat anyone at Sensi Soccer? Only the next twelve issues of CD32 Gamer will be able to answer all these questions.

Well, it's been fun. All of us here at CD32 Gamer would like to wish a very Merry Christmas and a happy New Year to all our readers who've stuck with us through thick, thin and even thinner. Without your support, we'd all be on the Dole, so keep buying the mag!

CD review

It's life Jim, but not as we know it! A line granted immortality due to novelty mid-eighties record status. And now, by way of an extremely tenuous link, it provides the intro to a mid-nineties game review. As Wing Leader Roman Alexandria(!?) of the mighty Gorene Empire it's your job to bring the Alien races of the newly discovered Ascalon Rift into line.

It is the policy of the mighty Gorenes to spread their influence and knowledge throughout the cosmos. Unfortunately nobody had the foresight to ask whether or not the inhabitants of the Rift actually wanted their affairs taken over by the Gorenes. Needless to say the established governments took a fairly dim view of Gorene advances and a state of war was soon declared. The Gorenes have since set up three forward bases on the edge of the rift from which to co-ordinate the suppression of any subversive elements. The subversive elements however turn out to include everyone in the rift so get ready for some serious action.

As a member of the elite Gorene Gold Squadron it falls to your unit to take on front line responsibilities and all the dangers they bring.

After choosing one of the five difficulty settings on



offer you're into the game proper. A good first course of action is a trip to the simulator room where you can learn a bit about flying and combat. Here you can choose a ship to fly (more become available as the game progresses) as well as the number and ability of simulated opponents. Time in the simulator is well spent as Star Crusader employs a slightly abnormal control system. Rather than hav-

ing direct control over the ship's movements you actually move a floating cursor around the screen. To fly straight forward the cursor must be positioned in the centre. Left or right of centre causes the ship to move in the corresponding direction. The further left or right you put the cursor, the more rapid the turn. In practice it acts very similarly to an analogue joystick which gives far more flexibility in tight dog-fighting situations. You can match an opponent who's trying to out-turn you without having to make constant adjustments, allowing you to concentrate on targeting. This however gives rise to the other initially confusing aspect. To pull the nose up you need to position the cursor above the centre point of the screen when normally in a flight sim-type game back (down) is up. Listen right. I know what I'm talking about. Anyway, a

Star

Crusader



bit of practice and it becomes second nature.

Right.

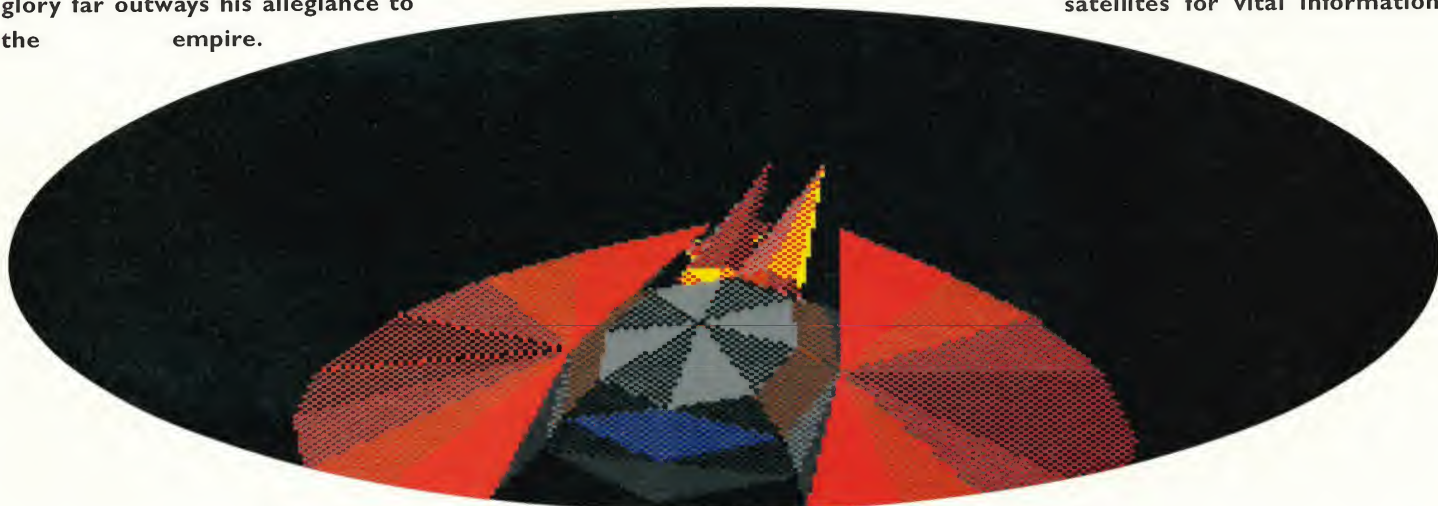
One more thing I must point out before we move on (cos it's actually quite important) — you'll need a keyboard connected to your CD32 to play the game. Obviously A1200 CD users are okay but sadly for CD32-only owners, the game features far too many commands to be pad-only controlled.

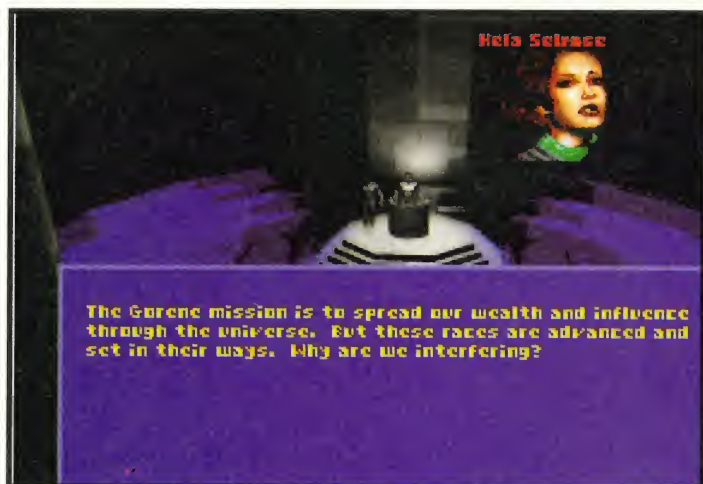
Now we're nicely familiar with the controls it's time for a real combat mission. Missions are assigned by the Sector Commander, Dithmar Ferrand. Although at the start missions come in a set order, there's more to the game than simply following orders and moving onto the next assignment. Between (and sometimes during) each sortie the plot twists and turns until eventually different routes open themselves up to you. For instance early on it becomes apparent that Ferrand is not the noble defender of the Empire he would have us believe, but is in fact an obsessed, power-hungry lunatic whose quest for personal glory far outways his allegiance to the empire.

Fortunately it doesn't take him long to get his comeuppance but that's just an example of the kind of thing that can happen. Listening to conversation between the various pilots can also prove enlightening as you begin to realise perhaps the Empire isn't the benevolent bringer of enlightenment you've been led to believe. In fact at one point you even get to join forces with the Aliens of the Ascalon Rift to fight against the Gorenas should you so choose. But without wanting to give too much of the plot away we'd better move on!

The Ascalon Rift is inhabited by five main races who're encountered during the course of the game. Though not the best of friends they've formed a reluctant alliance to try and force the Gorenas out. Each race has their own strengths and weaknesses so it's wise to check out the various data bases for as much info as you can gather.

Missions can vary considerably in their objectives. Sometimes you go in alone to hit a specific strategic target. You may be required to pilot a recon ship and scan enemy satellites for vital information.





Most commonly though you'll find yourself as part of a larger force either escorting bombers to a major target or else attacking such a target yourself.

A varied array of weapons is available depending on the ship you're flying. The most commonly used of these is the good old fashioned laser. An effective close quarters dog-fighting weapon, its charge is limitless though concentrated use does cause overheating and a resultant decrease in rapidity of fire. At range it can be beneficial to employ torpedo's. These incorporate homing warheads and inflict more damage than lasers but are ineffectual close up due to their wide turning circle. More interesting are disruptors. Hitting an enemy fighter with these will temporarily send its systems haywire, thereby disabling it. It



can now be tractor beamed back to base and used in subsequent missions.

Repeated success in missions earns personal awards as well as advancing the greater cause with medals and promotions up for grabs. Once you achieve command status you get to send other pilots out on 'secondary' missions which can be in any of six categories. You can send them off to conquer alien held territories, rescue pilots captured in previous secondary missions, to gather raw materials for the war effort or to defend friendly territories. Better still, if you're not too confident in your abilities to achieve your own mission objective you can send them on a contingency mission in which they'll go after your own objectives should you fail to achieve them yourself.

With around 100 missions in all there's no shortage of



Star

Crusader



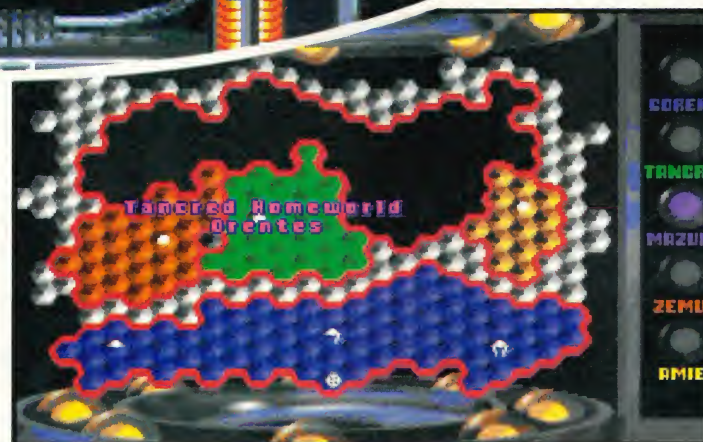
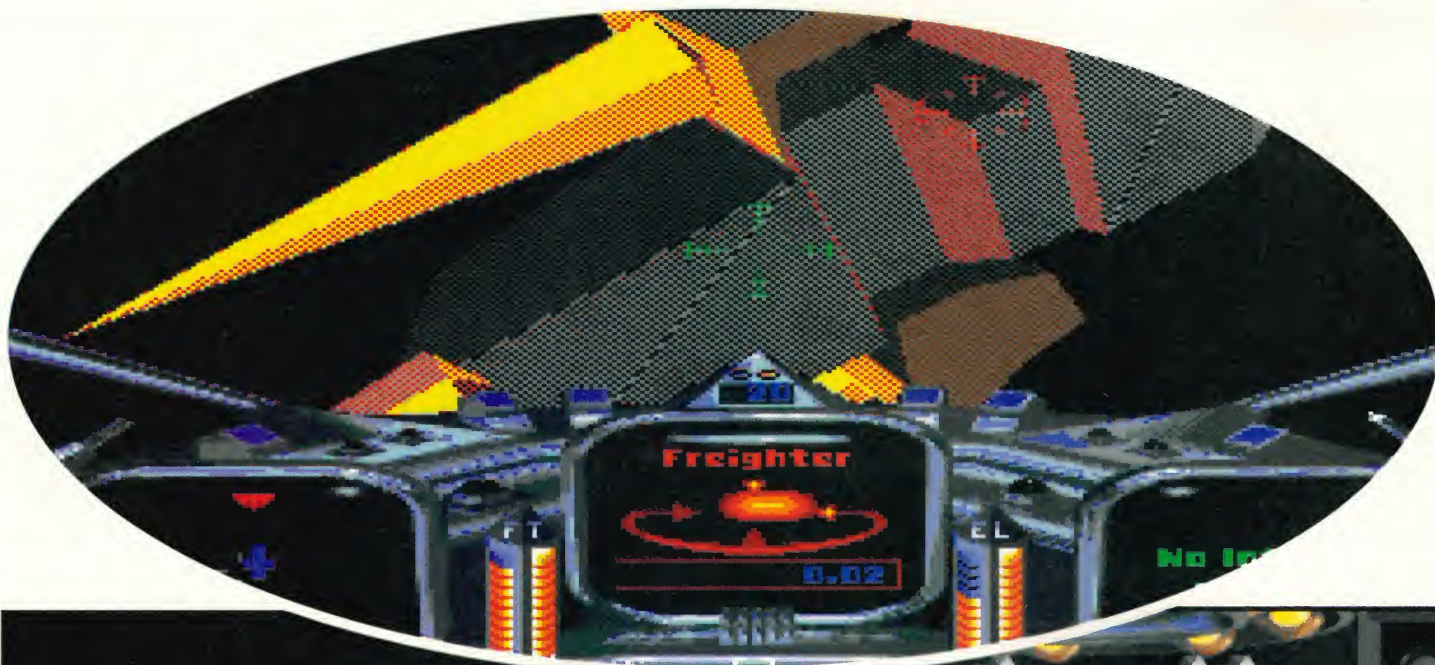
action but the beauty is no two games need be the same. As I said before, at certain points you need to make decisions as to where you allegiances lie giving a number of alternative paths through the game. Alternatively, if you fail



a mission it's not necessarily game over. It could be the battle swings a different way and new missions pop up. This means you'll never fly all the missions in any one game and the story can have a series of different outcomes.

For anyone familiar with the Star Wars games Tie Fighter and X-Wing on PC, Star Crusader follows in a very similar vein. The only title on Amiga to really warrant comparison is Wing Commander but SC offers a less linear and more involving tale than the stone-age classic.

Those expecting another Frontier-type game (this is Gametek, afterall) are in for a surprise. Star Crusader concentrates more on action than the physics of space flight and you don't get freedom to choose your own destiny. Just to influence it.



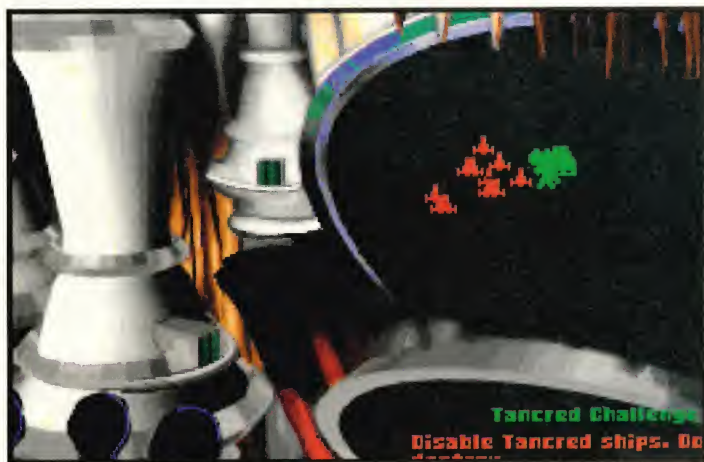
Graphically the gouraud shading of the PC version has given way to more simplistic polygons on the Amiga although in the heat of battle you hardly have time to notice. Other than that and a slightly slower update it's hard to find any differences in the two games. All the options, presentation screens and cut sequences have been included, along with the audio soundtrack which really brings the characters to life.

On the down side, perhaps it lacks a degree of pick-up-and-playability. Even some of the earlier missions are quite taxing unless you go for the wimpish skill levels but that's not our style. Know what I mean? In the long term it all leads to greater challenge and lasting appeal at any rate.

The closest you can get to a classic PC space-sim without spending £1000+ on a machine!

Star

Crusader



■ PUBLISHER: Gametek ■ PRICE: £29.99
■ DEVELOPER: Take 2 ■ OUT: Now



Profile

1 PLAYER
5 SKILL LEVELS
✓ SAVE POSITIONS

Full speech track - CD32 enhanced

PROS:

An intriguing plot and atmospheric presentation leads you from one action-packed mission to the next.

CONS:

Mastering all the controls takes quite a while and as a result you'll spend quite some time stuck on the early missions.

GRAPHICS

■■■■■■■■■■

SOUND

■■■■■■■■■■

GAMEPLAY

■■■■■■■■■■

95%

COALA

Flight simulations have long been the staple diet of home computers - combat sims even more so. We review the latest in the bunch, and believe us when we tell you that there's nothing cuddly about this game!

Cute name but don't be deceived! says the press release. Expecting a fluffy platformer featuring a cute, Australian marsupial, I ripped open the package and inserted the disc into the CD drive, only to be confronted by a creaming Apache gunship blasting the hell out of unseen enemies. Hang on a sec!

The name 'Coala' is about as far removed from a helicopter combat sim as John Major is from a decent prime minister; what's going on?

As it transpires, Coala is the name of a new, experimental gunship that is even more powerful than the Apache. This game, in case you already haven't picked it up, is a helicopter combat sim, featuring smooth filled polygon graphics and plenty to shoot at. There are four different helicopters to choose from, the last being the afore-mentioned Coala. This gunship, however, remains unavailable until you progress quite a way into the game.

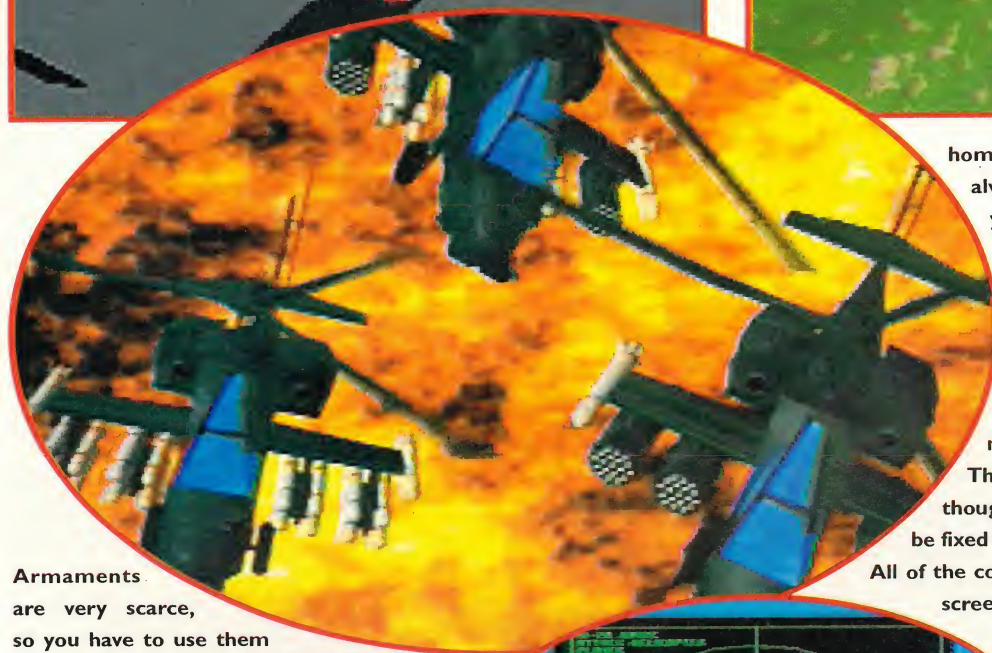
Upon loading, the usual menu screen is presented



to you. There are several options, allowing you to change the Theatre you're fighting in, the state of the battle (from Peace to All Out War) and of course, which gunship you want to fly.

Once all of the obligatory choices have been made, a simple click on the 'Start Battle' option throws you straight into the thick of it, and thankfully, Coala is slightly easier to fly than most helicopter sims. You don't have to worry about Collective, rotor spin or RPM; you select the desired height that you want to fly at from 10 different settings, and the game takes care of the rest. Forward movement is achieved by dipping the nose towards the ground. If you push too far, you'll start to lose some height, and the ground in Coala is the only thing that's guaranteed to kill you every time.

Each ship can be stocked up with various weapons before take-off, so you can tailor your armament to various different types of mission.



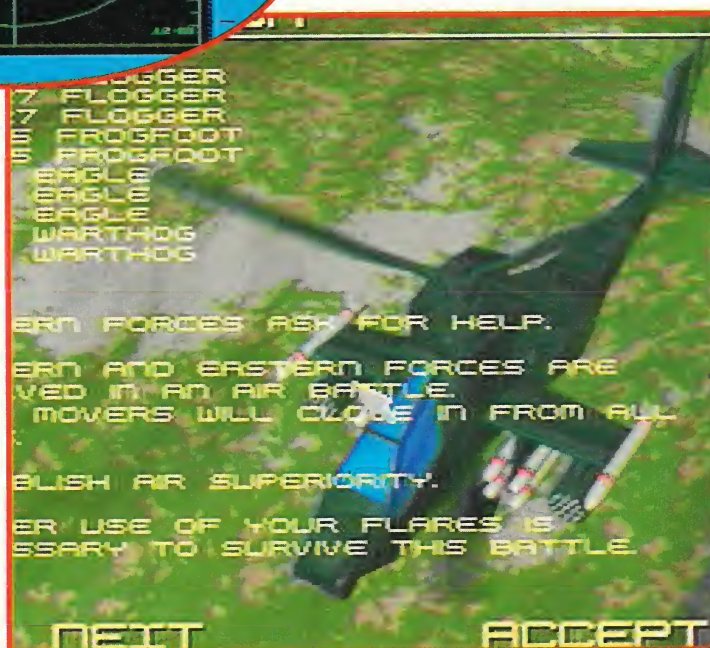
Armaments are very scarce, so you have to use them accordingly and not wade into the battle like Stevie Wonder with a flamethrower.

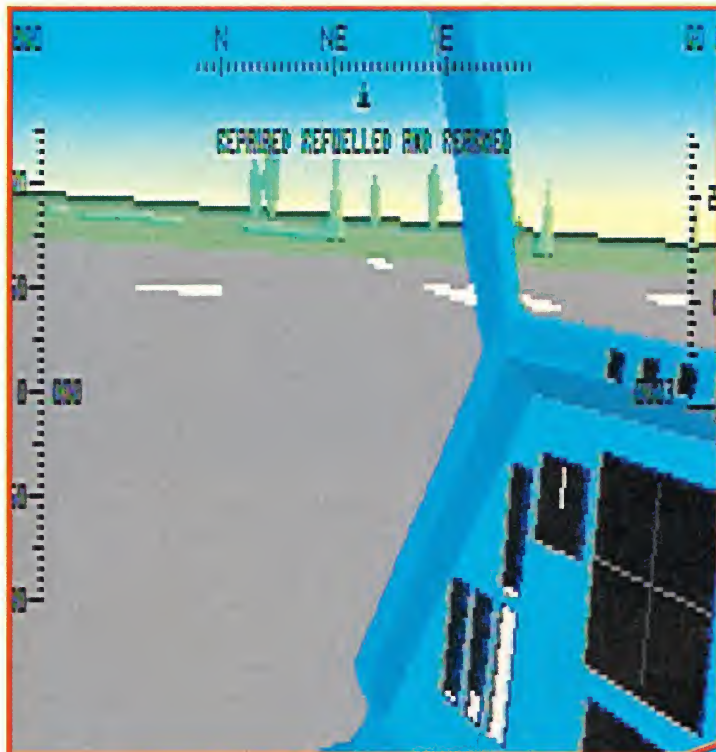
Coala features a 'virtual cockpit' features, which allows you to move your imaginary pilot's head around while flying in real time, which is especially useful for spotting tanks and other ground-based armaments. The option also works on the various outside views, allowing you to rotate, zoom in and zoom out the view to almost every conceivable position.

The graphics are made out of filled polygons, and sadly, don't really look any different to any other Amiga flight sim that has been released. The terrain is lacking in detail, and the buildings are simply rectangular boxes on the landscape. The sound isn't much to write

home about as well, although the chopper sound always gets a good laugh because it sounds like you're piloting a flying steam train. Thankfully, the graphics and sound hide a very playable and fun game, although there are a few little oversights that make you chuckle if nothing else. For instance, the trucks and tanks in the game seem to be able to travel at anything from seventy MPH right up to 170mph; now that's pretty fast for a 30-tonne T-72 tank! The copy reviewed here is only a beta version, though, and I hope that these little blemishes will be fixed in time for release.

All of the controls are easily accessible, and the computer screen boasts all the usual radar and mission functions you'd expect to find in a full flight simulator. The flying mechanics of the game have been made a little bit simple in order to make the game playable for more or less everyone. Not every CD32 owner is going to want to fiddle around with ten

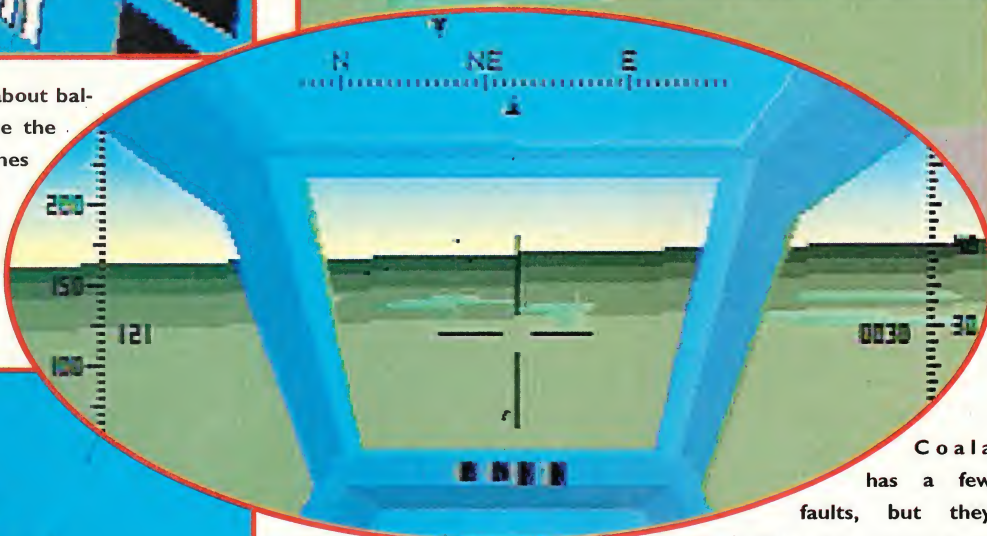




or twenty different dials and have to worry about balancing collective and engine RPM to achieve the right amount of lift. Coala is one of those games that you can pick up and play straight away.

While the first impressions of Coala are of a Combat sim that wants to be a flight sim when it grows up, a few games will convince you otherwise. The real joy in this game is

when you are allowed access to the new ship. If the Allies every did build something like this, then helicopter warfare would be changed for ever. The new machine is fast, powerful and able to outrun more or less anything in the sky. It takes quite a few missions before you are able to get your grubby mitts on this beauty of engineering, but its one of the things that keep you going.



Coala has a few faults, but they don't distract too much from

what is essentially a good game. It may not have all the whistles and bells of some flight sims, but that really does work in its favour. Coala has been designed to be played almost at once, without any tedious memorising of joypad-button commands and tricky navigation systems. Everything has been simplified in the name of gameplay, and for once, it works quite well.

APACHE AH-64A

Currently the most powerful helicopter gunship in the world. Used by airforces all over the world, the Apache has a massive array of weaponry available for it, including FFAR (folding fin ariel rockets) rockets and Hellfire laser-designated missiles. The Apache gunship also comes complete with a 600-round a minute chaingun, which is keyed into movement sensors in the pilot's helmet. Basically, it's a case of 'look at what you want to shoot!'



The screenshot shows a top-down view of a submarine on the ocean floor. Three aircraft carriers are positioned above the submarine, each with a small aircraft on its deck. The submarine is a large, dark, rectangular object with a white stripe along its length. The ocean floor is a light blue-grey color, and the water above is a darker blue. The interface includes a top status bar with the following text: "THE HUNT FOR RED OCTOBER", "MISSION: RESCUE THE RUSSIAN SUBMARINE", "SUBMARINE: RED OCTOBER", "SUBMARINE: RED OCTOBER", "SUBMARINE: RED OCTOBER". The bottom control bar has three buttons: "PREV", "TEST", and "OK". The central radar display shows a grid of lines and a small red dot in the center.

It looks similar to the Apache in more ways than one, but this little beauty could out-gun a whole squadron of AH-64A's, and then fight a running battle while making some breakfast. Yep, this gunship is that good.

It is kitted out with all the latest in military hardware, and can use a massive array of weapons. It also takes the best bits from the Apache and upgrades them. This little baby can fly so fast that it will fool many radar sensors into thinking it's a small fighter, rather than a helicopter. Sadly, it's also completely fictitious.



The Russian answer to the Apache is a massive, lumbering beast that saw extensive action in the Afghanistan war, until rebels discovered that even though the entire body of the gunship is covered with three-inch thick armour, the windscreen is just pure, plain glass! Well, what can you expect from a nation that drinks a lethal clear spirit for fun?

The Hind is very slow and not that manoeuvrable, thanks to the amount of armour that it has to carry around. It makes up for this relative slowness by packing just about every type of weapon you can think of. Don't be fooled, this is one hell of a machine.

The Hayoc is the result of a Russian attempt to build a helicopter

to match the AH-64A. Close in looks as well as specifications, this copter can prove to be a formidable foe on the battlefield, but it lacks some of the refinements that the AH-64A possesses. Slightly faster, the Havoc can easily be mistaken for a friendly AH-64A or Coala, until it starts firing one of its many weapon systems into you. Once to watch out for!



1	PLAYER
8	SKILL LEVELS
✓	SAVE POSITIONS
	CD32 enhanced TBA

PROS: Very easy to get to grips with, and tremendous fun once you start playing. Some of the missions and theatres are very challenging, and the Coala gunship is a prize well worth fighting for.

CONS: The graphics look exactly the same as any flight sim released for the Amiga in the past ten years. The sound is very ropery indeed, with very little in the way of effects or music.

SOUND

GAMEPLAY

80%

Super Street Fighter 2 TURBO

The best just got, erm, faster actually. Turbo fast in fact. After a few months in which CD32 Gamer could have legitimately changed its name to Super Street Fighter 2 Monthly the end is nigh. With no reviewable copies of SSF2T to send out we sent our man up to Slough to see it up and running on the development machines, and this is what he saw...

Just when you thought it was all over, well, it is now, probably. A month after Super Street Fighter 2 and we've now got Super Street Fighter 2 Turbo. Blimey! I don't know what we're gonna fill the next issue with. It seems SSF2 has been relied upon for the past 'x' number of issues to fill at least four pages. Well no more. This is it — finito, absolutely the end. One more Street Fighter piece to do and then it's off to the quiet realms of the Sunnyvale home for the misunderstood with chronic writers block (only £8000 a week plus travel and laundry bills) for me.



If you're sick to the back teeth with whole thing then just bear with us a little while longer. Gametek's 'Turbo' version is sufficiently different from US Gold's game to warrant your undivided attention for the next four pages. Just compare the screenshots and you'll see what I mean. As

we said in the preview last month, Turbo retains the parallax scrolling and big funky sprites of the arcade sacrificed by US Gold for the sake of speed and fluidity. Rather than being written for the lower end machines and ported across to CD32, this one was actually written specifically to take advantage of the CD32's superior capabilities.

After astounding everyone with their near arcade-perfect PC CD-



ROM conversion they've given the Amiga similar treatment. The PC version was actually produced using Capcom's original arcade code so even if you've not seen it first hand you can imagine how close it is.

I won't bother going through all the characters yet again. You can probably name them and their moves backwards by now. Instead we'll jump straight into the game.

First thing to hit you are the graphics, especially after the US Gold version. Be



warned, they look beautiful in static shots but jerk off-puttingly when animated. The miniaturised US Gold graphics didn't look much but allowed them to retain most frames of animation. An area Turbo is found somewhat lacking. As a result, pulling off special moves takes a bit more time to master. It boils down to getting used to it, especially if you're already familiar with the arcade and/or console versions.

Once acclimatised to the feel it becomes increasingly more playable with every bout.





All the combos of the original are there to be mastered complete with those damn-tricky-but-oh-so-satisfying-when-you-manage-'em super moves. Build up the turbo bar at the bottom of the screen with normal specials(!?) then go for the big one. There are few things more sat-

isfying, especially against a mate. Just don't be too smug about it or you'll find your friendships short-lived, believe me!

There was always going to be a danger of US Gold and Gametek going head to head with both their games coming out at around the



CD32

G A M E R

PLAYING TIPS

What a month ey? We've been literally working our little butts to the grindstone to bring you, the punter a glorious technicolour solution to that loveable doom clone *Alien Breed*.

What else is there? a quick look at the flatplan will inform me that there's some tips for that rather sadistic worm game, *Worms*. And finally, just because we genuinely care about you we've gone all funny and bunged in a *Super Stardust* solution. Can't tell you much about it because I've never played the game although I'm sure it's of some use. See ya later best mates.

CD32 TIPS INDEX



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ALIEN BREED

solution

Solved, no need to bother playing this one ever again mates!



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WORMS

tips

Worms, can't live with them...then kill the slimy little sods!

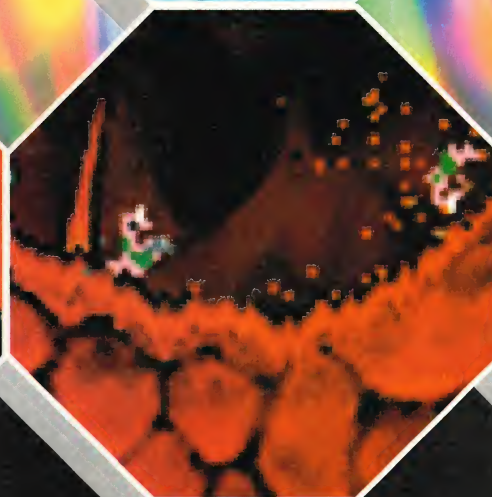
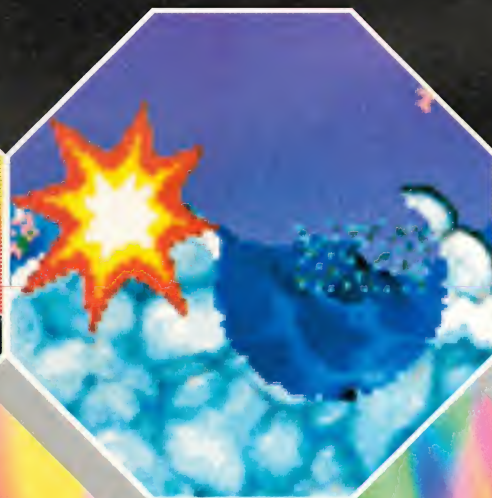


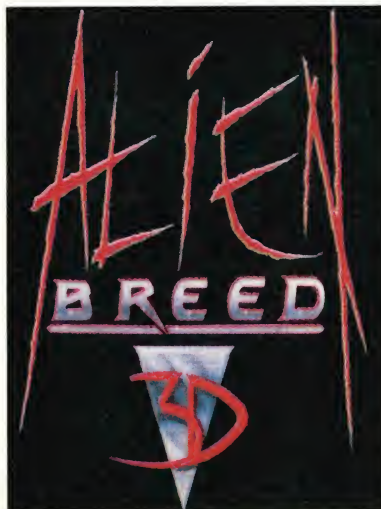
46

STARDUST

solution

The ultimate tips survival guide for gaming halfwits





tips

Having watched Aliens about 500 hundred times, we figured Miles was the one to hand the task of taming AB3D. He duly obliged, tying a sock round his head and wandering moodily from room to room muttering something about being the ultimate bad ass!

WEAPONS

Pulse Rifle

This is all you have to defend yourself with as you enter the complex. Luckily you can pick up a shotgun before you have to face any aliens.



The Pulse Rifle has reasonably rapid fire but it inflicts very little damage. In general it should be saved for emergency use when your other weapons are out of ammo. There are always loads of clips around so to conserve more valuable ammo it's sometimes possible to use it against the red aliens. They don't fire at you so if they're far enough away you might be able to squeeze off enough rounds to kill them before they reach you.

Shotgun

Pound for pound the Shotgun is your most useful weapon. All aliens apart from the big fat floaters can be despatched with one hit. Its disadvantage is the slow reload. When up against several opponents you'll find yourself sustaining hits between shots. For this reason don't go wading in. Try and pick enemies off at range and use walls and corners for cover. Most importantly, make shots count. Loosing off all over the place might be good for a laugh but ammo for this baby is always tight.



Grenade Launcher

The first thing to remember with the grenade launcher is never use it in rooms with a low ceiling. The reason for this is quite simple. When a grenade is fired it doesn't go straight ahead but actually loops up in the air. If it hits the roof you're in trouble. By the same token don't fire it at nearby walls. It's best used to clear possible hotspots while you remain undercover. If there's a heavily infested room you can stick your



head round the door, fire a grenade then duck back under cover. Even if you don't kill all the aliens you'll at least weaken them.

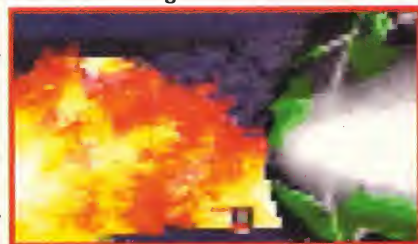
Plasma Gun

It looks good but really isn't much help most of the time. Though less powerful than the shotgun it has the advantage of very rapid fire. The problem is the speed of the actual shots. Whereas the shotgun hits its target instantaneously the Plasma takes a couple of seconds so it's of little use in open spaces against speedy enemies. It can be used against the hovering aliens as they just move towards you without dodging. Against other nasties it should only be used in narrow corridors and passages where they can't dodge out of the way.



Rocket Launcher

Aside from being the meanest looking gadget in your armoury, the rocket launcher is more powerful than the grenade launcher and has better range. It can be fired down foreboding looking corridors to clear any hiding aliens. It can also be used against the floating aliens though two direct hits are required for a kill. As with the grenade launcher, be careful when using it in confined areas as if you're caught in the blast you'll lose a considerable amount of energy. However unlike the grenade launcher the rocket fire straight ahead so you needn't worry about low ceilings.



ALIENS

Red Aliens

These are usually found in twos and threes and generally pose more of a hindrance than a real threat. The only time they really become a pain is if you're standing on a step. They can then attack you



but you can't see them because you're standing above them. In this case run in any direction possible. Often there'll be green aliens about as well but get the red ones first. The green ones only damage you when they shoot but once the red ones get in close your energy just drains away.

Green Aliens

As with the red nasties, one shotgun blast is enough to finish these guys off. They're a bit more dangerous though as they carry guns. If you're being hit and you don't know where from then more than likely there's one of these guys down a darkened corridor or on a ledge above. With practice you'll get to know the sort of places. Well-aimed shots are needed as they tend to move around quite a bit.

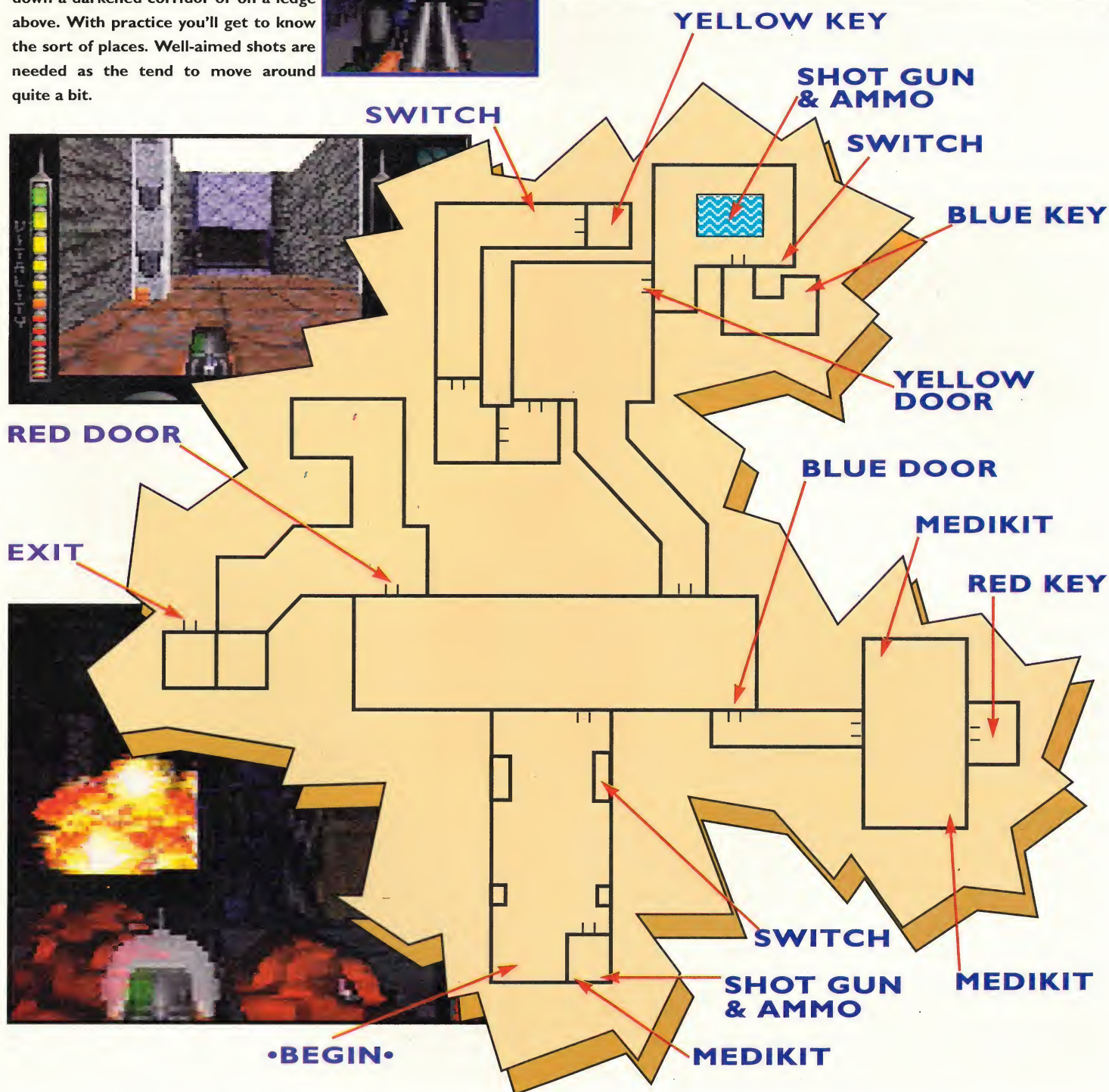


Hovering Aliens

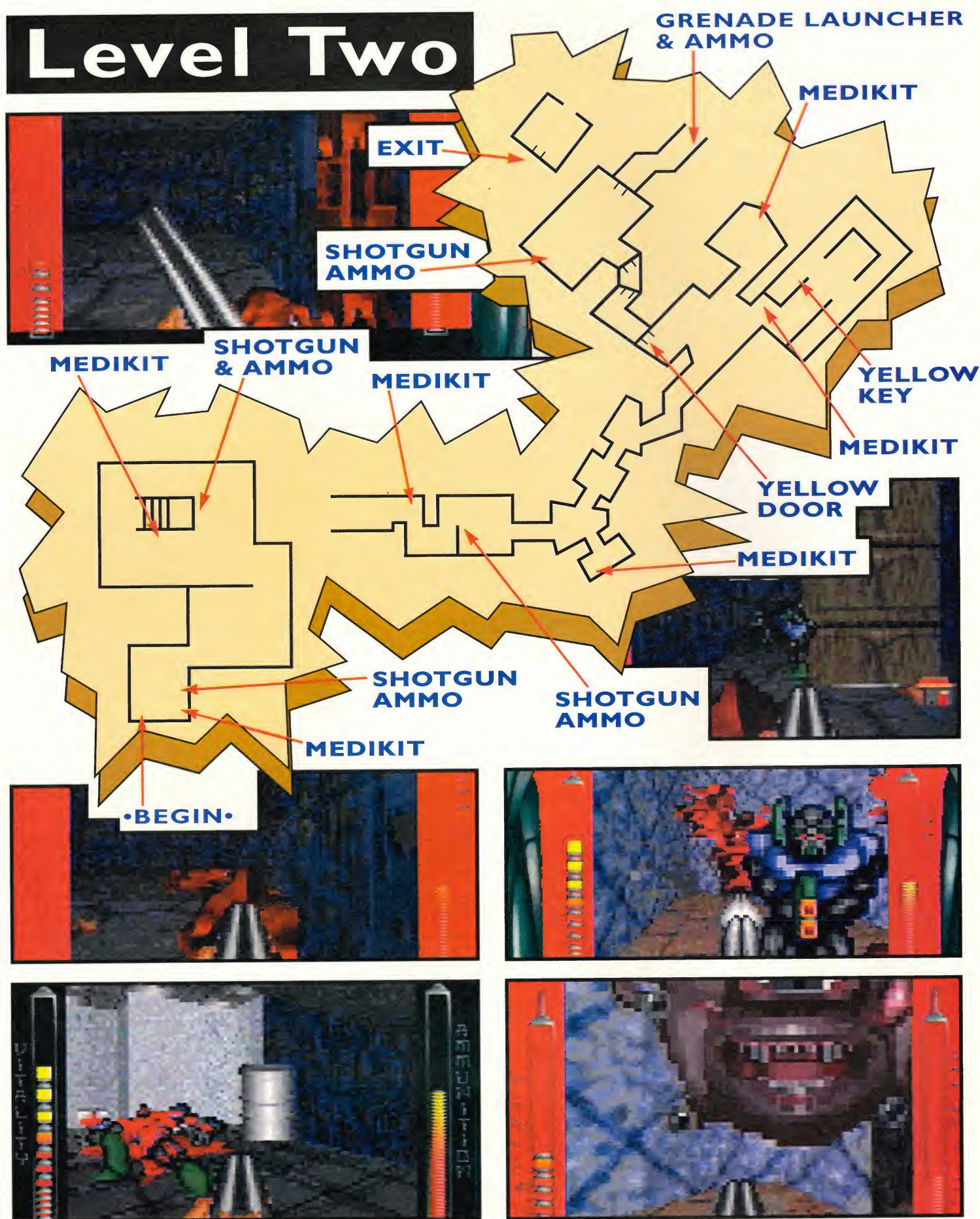


These are very nasty, especially if you let them get right up close. If you see one in the distance blast it repeatedly with either plasma or the shotgun. If it gets up close run away, turn and blast it again. Repeat this until it dies. If you feeling brave, two direct hits with the rocket launcher will also do the trick but make sure you're not too close. Don't try and use the pulse rifle unless you've absolutely no choice.

Level One

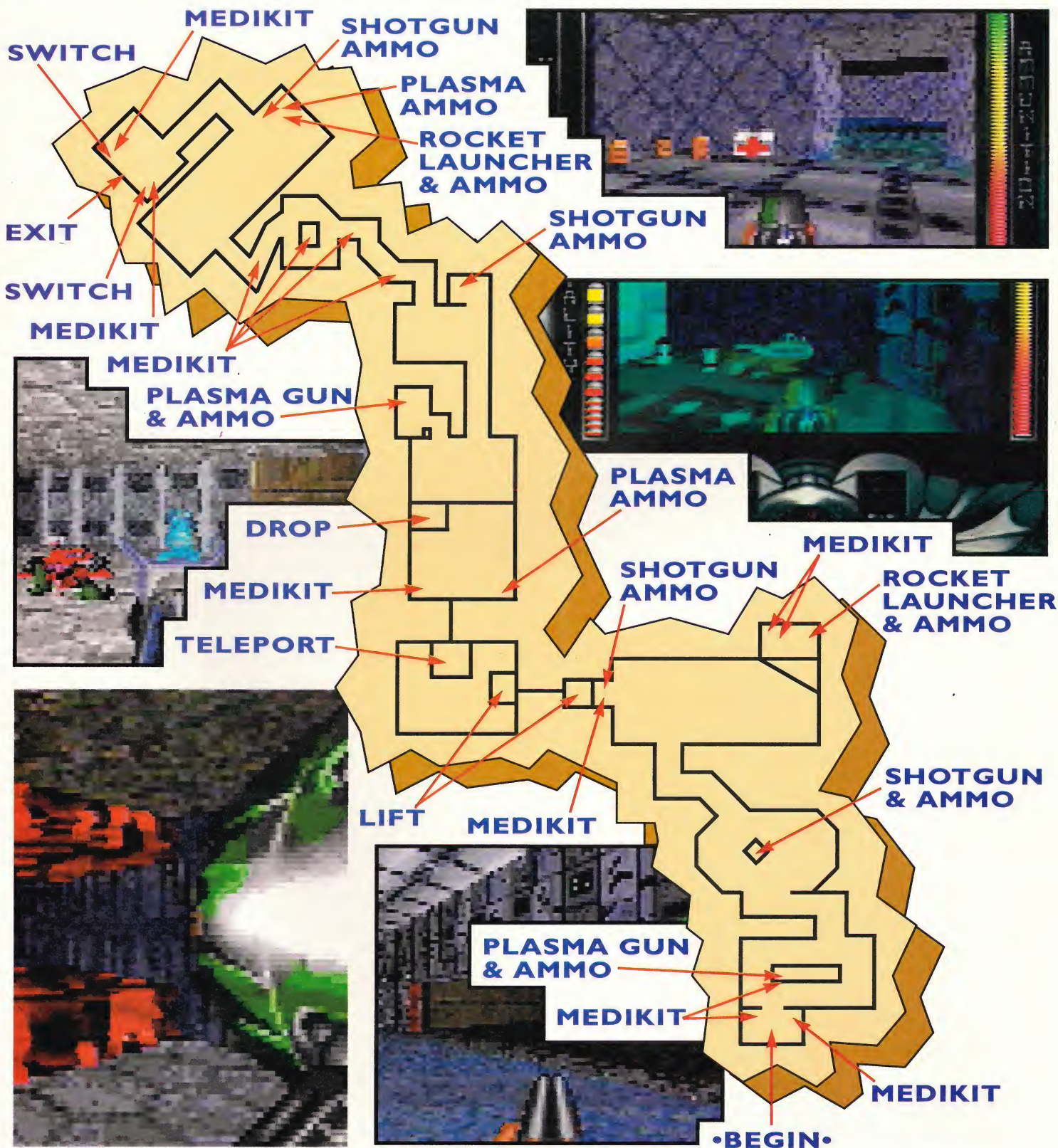


Level Two



Alien Breed 3D

Level Three



Worms tips

Weapons



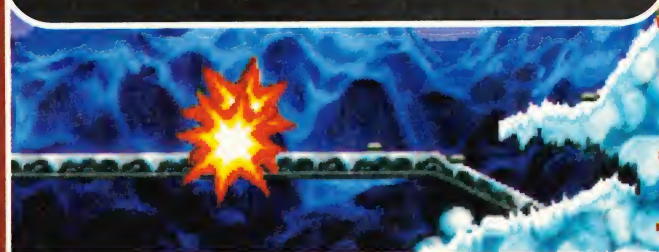
Bazooka

Score a direct hit with this and you'll inflict 50 points of damage. One of the advantages of this weapon though, is that with such a large blast area, you don't have to score a direct hit to inflict damage. Take note of the wind when using the Bazooka as it has a diverse affect on its trajectory.



Cluster Bomb

When used correctly, the cluster bomb is potentially the most lethal weapon in the worms extensive armoury. Unfortunately, it's the unpredictable nature of the weapon that makes it such a risky choice. The bomb can set to detonate from 1-5 seconds and is not affected by the wind, so hitting the target isn't too hard, however, the cluster of mini-bombs that erupt from the main one explode completely randomly - meaning you could end up missing the target all together. The best time to use a cluster bomb is when the enemy is in either a confined space, like a bomb crater, or when there's several enemy worms grouped together.



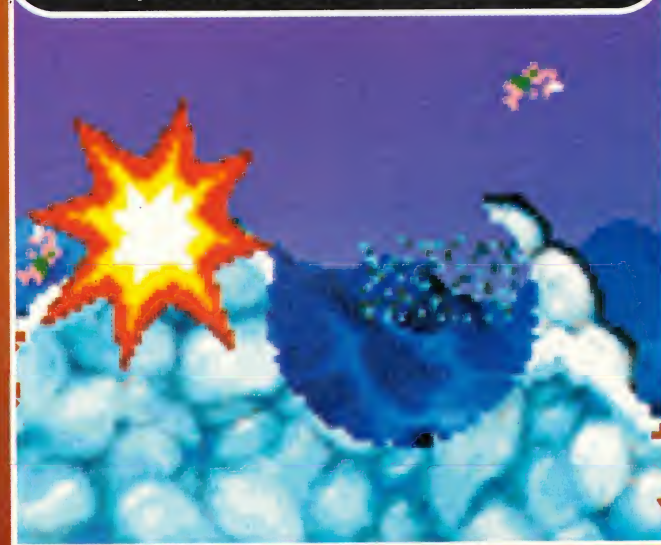
Homing Missile

50 points damage with a direct hit, wind has a slight affect, but it generally homes in on the target regardless. The homing missile is particularly good for hitting worms sheltered in behind obstacles.



Grenade

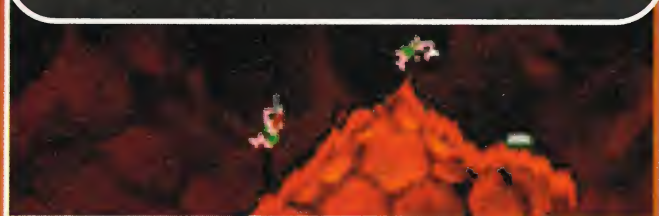
Chuck a grenade at an enemy worm and inflict up to 50 health points of damage. Unlike the bazooka, grenades are not affected by the wind, so they're useful when the wind is going in the opposite direction. Unfortunately, the blast area is not as large as the Bazooka, meaning each shot has to be fairly accurate.





Shotgun

The shotgun inflicts very little damage, but it is the only weapon that allows players two shots and the option to move between each. This means if there's two enemy worms very close to death, you can blast one and then wiggle over to the other and blast him. Another attribute of the shotgun is that the impact of the shot, will send the enemy reeling backwards. So, if a worms is close to the edge of the screen, blast 'em and watch them fly off-screen and into oblivion.



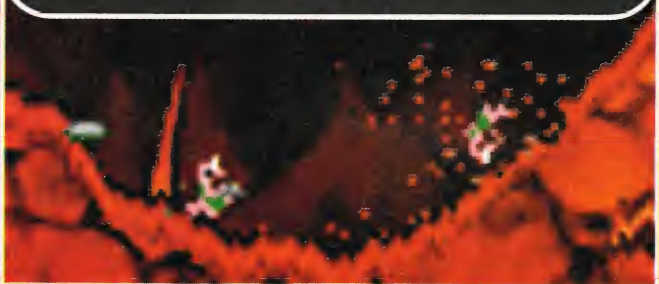
Dragon Punch

Although the Dragon Punch only causes 30 points of damage, it's strength lies in the distance it can send enemy worms flying across the screen. Just burrow underneath one of the enemy and then let rip with Ryu's trade mark move and you'll see them scream across the screen. Whilst the advantages of this don't seem too obvious, it's not long before you realise it's a great way of knocking worms of the screen. If you are underground, the Dragon Punch will also create a tunnel through which you can fire - although some red-hot shooting will be in order.



Uzi

A close-range combat weapon, the Uzi can inflict up to 30 health points of damage. This figure is relatively low compared to other weapons, so it's best only to use the Uzi when you're too close to the enemy to use a Bazooka, or something. The Uzi does have one asset though, mainly that it's line-of-fire infiltrates beyond the target, meaning if there's two worms lined up in a row, you can hit both with one burst of fire.



Dynamite

An extremely powerful high-explosive capable of inflicting up to 70 points worth of hurt, dynamite is the most singularly destructive weapon players have at their disposal. The only problem is, it can't be fired at the enemy, it has to be placed! Once laid, players have about 5 seconds to get as far away as possible before it blows, so, before you literally drop a bomb, make sure you have an escape route planned. It's worth remembering, that the worms move fastest jumping. It's also worth remembering that there's very little point using the dynamite on a worm that is very close to death.



Fireball

Another novelty weapon from the school of Street Fighter, the fireball's strongest asset is that no matter how close to the enemy you are, there's no chance of hurting yourself. If you fire a bazooka at a worm standing right next to you, you'll hurt yourself as much as the enemy, but with the fireball you can be literally right on top of them and you'll only hurt them. The drawbacks though, are that it only causes 30 points of damage and the firing range is small.



Air Strike

If used when two, or three worms are close to each other, the airstrike can be an extremely powerful weapon. Just place the pointer roughly in the middle of the area you want to saturate with bombs and then watch them rain down on the enemies heads.



players guide



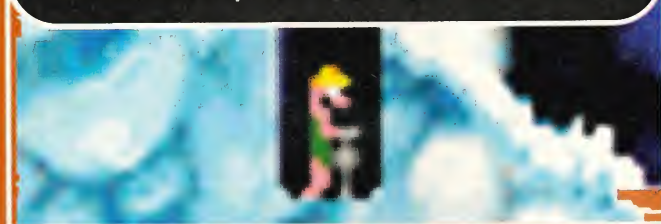
Mine

These little grey-things are basically mini-dynamites and operate in exactly the same way, the only real difference is that mines only cause 50 points of damage.



Pneumatic Drill

Similar to the blow torch, the pneumatic drill digs straight down, instead of across. If a worm is perilously outnumbered, or verging on the edge of becoming worm-tinct, then drilling straight down is the safest option.



Teleport

Use this Star Trek like teleporter to get from one end of the screen to the other with the minimum of trouble. The teleporter is handy in situations when you are trapped on ledges, or want to escape to a nice sheltered area.



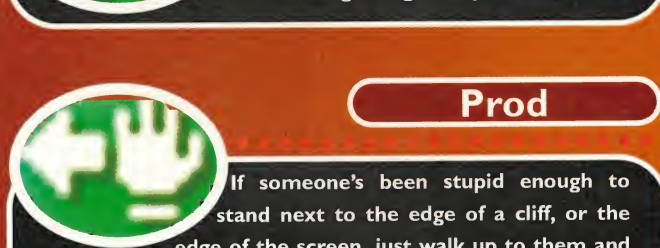
Blow Torch

One of the tacticians most important tools, the Blow Torch is used for burrowing underground. This may seem a cowardly act, but it provides a safe haven from attack and is a surprisingly advantageous position to attack from.



Bungee Jump

An easy way of getting down big drops without falling straight on your head.



Prod

If someone's been stupid enough to stand next to the edge of a cliff, or the edge of the screen, just walk up to them and give them a prod. Then listen to their screams as they hurtle towards the ground.



Batrope

Fire this at hanging cliffs above and watch as your little wormy friend uses it to climb up.



Girders

Stuck in a bomb crater? Well, lay the girders along the side and climb your way out. Similarly, they can be used for getting down slopes and sharp drops and bridging any perilous gaps.



Kamikaze

Got a little wormy down to his last drop of life? Then try the Kamikaze. Okay, so he'll end up dead, but anyone that stands in his way will lose up to 30 life points.



General

Knowing the weapons and how to use them will help you some way to achieving success with Worms, but if you really want to know how to kick worm-ass, then read on for some essential playing tips.

1

Weapons Check

This may sound like an obvious one, but it's surprising how easy it is to fire the wrong weapon, so always check which weapon is currently selected before you let rip.

3

Windy City

Before firing off a Bazooka check the wind as this has diverse affects on its trajectory. If you're not careful the wind can blow your missile straight back in your face.

5

Closing In

The computer worms favourite weapon is the bazooka and grenade - and they're bloody good shots with each, so often the best plan of action is to close in on them so that when they hit you, they hit themselves. Okay, it's not a great tip, but it'll give you a fighting chance.

7

Three against One

Don't worry if, during a match, you suddenly find it's three, or four against one, because all is not lost. Dig underground and encourage the computer to blow himself up by hiding directly underneath his worms. Also, as the game is turn-based, wait until the nearest worms has had his go, then come out from hiding and have a shot at him. It won't be his go next, so on your next turn, you can run back into hiding and wait 'til he's had his shot - then run out and do it all again.

2

Going Underground

Although the computer controlled worms are excellent shots, they're not too well endowed when it comes to the brain department. If you burrow underneath them, they'll try to blow you up by blasting the ground beneath their feet, thus injuring themselves.

4

Caught on the Boundary

The first thing to do when you start a new game, is immediately look for any enemy worms lurking perilously close to the edge of the screen. If there are any, these are the worms you should go for first, as it's easier to kill worms by knocking them off the screen than it is to reduce there health points to 0.

6

Miss-Hit

This may sound crazy, but sometimes it's better to miss a shot, rather than score a direct hit as this'll send the enemy worms flying through the air and, hopefully, onto a few mines. A direct hit will only send the worm straight up and then down, but if say, a bazooka, landed just in front, or just behind a worm, the blast will send it flying off. Cunning, eh?



Super Stardust

In this, the final part of our Super Stardust walk-through, we look at the last two levels (Yep, there's only five of 'em!) and supply you with more valuable information than you'd find in a government filing cabinet.

tips

MORE GENERAL TIPS

The icons in SSD are not fixed when they appear on-screen. If you leave them for a while, they will change to a different icon. This is especially handy if you're desperate for one particular icon:

Heart (Energy) Icon	→	Smart Bomb Icon
Shield	→	Engine Power Up
Gun Power-Up	→	Points
Explosion	→	Engine Power-Up
Points	→	No transformation

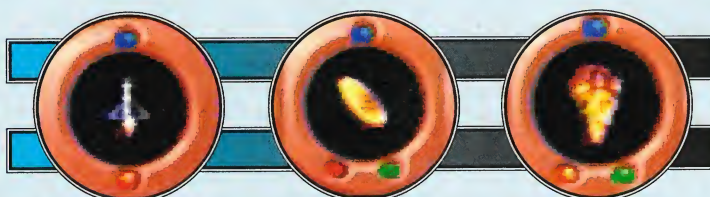
'Switch' Cheat

You may have noticed that when you die, the current weapon you are using gets one power-up icon knocked off it, and one missile will be taken away from your ship (if you have them). There is a way around this, and it's known as the 'Switch' cheat.

When you think you're going to buy the farm, immediately switch on the weapons panel. If you're quick enough, you can now divert all power-ups to a smaller weapon, and switch your missiles off. You will also need to turn on a smaller gun to preserve your larger one.

Once you've done this, return to the game and die. Once your new ship appears on screen, select the weapons' panel again a turn on your preferred weapon and missiles. You should note that none of them have lost a power-up, and all missile pods are intact!

If only having five lives at the beginning of the game is proving a little too tough for you, then enter 'HARDASNAILS' on the password option, and set your lives to five. When you start the game (from level one, sadly), you will find that you have nine lives.



MINI-GUARDIANS

In some of the levels you will find a little bit more than the run-of-the-mill asteroids. Some of the levels contain a guardian, and while they're not as powerful as the end of level guardians, they can pose quite a bit of a problem if you don't know how to defeat them. Here's a quick and simple guide to keeping your ship and your lives intact...

Bombers

Bombers are probably the biggest pain in SSD. They take a lot to kill, and the best bet is if you don't even try. They fly diagonally across the screen, dropping mines in their wake. These mines bob around the screen and after a while, they explode in a shower of small bullets.

The bullets themselves don't do that much damage, but if you get stuck in the middle of a group of them without any shield cover, then you can find your life counter going down very quickly. The mines can be shot, but they are quite difficult to hit.



The basic strategy for Bombers is to position yourself at the edge of the screen and wait for them to appear. Avoid the ships at all costs (shields at the ready!) and shoot as many of the mines as you can. They take around 3 seconds before they go off, so manoeuvre into a space and only use your shields if you think you're going to be hit. Repeat this a few times to get through the stage scott-free.

Firespiller

This round flying saucer-shaped ship look pretty harmless, until it starts firing. It uses the same flamethrower that your ship can pick up (see weapons box for more details), and it does huge amounts of damage when it hits you. The Firespiller will follow you around the screen, but will only use its weapon for a short while. One way of beating it is to wait at a distance until it stops firing, and hit it with everything you've got, running away when it turns its flamethrower



on again. This is the best way of doing it, but takes quite a long time. The quicker way is far more dangerous. Simply wait until the Firespiller is quite close, and hold down the shield button while facing it. Keep your finger on the fire button and, with some luck, the Firespiller will explode before you run out of shields and energy. Quick, but deadly!

Predator

The Predator is equipped with some pretty fearsome weaponry that it uses with devastating effect against your poor, little craft. Sporting an invisibility cloak and twin-homing missiles, the Predator is a fearsome foe that can only be destroyed with one tactic:

When the Predator is invisible, you can just about make out its



silhouette against the background. Follow this around the screen, keeping a discreet distance away from it. When it de-cloaks and gets ready to fire its missiles, give it a few good blasts and run like hell. It will fire its missiles which will track you down relentlessly, so get ready with the shield for when they hit you. If you run out of shields, then you can out-run the missiles until they self-destruct. Repeat this procedure about three times (you can kill the Predator by following this tactic once if you have the Flamethrower weapon) to kill it.

Speeders

Speeders are a pain. They're the biggest pain in the entire game. These large-ish craft don't fire at you, they don't have any weaponry aboard at all. As their name suggests, they're fast, and their only weapon is their relative toughness, coupled with their speed.

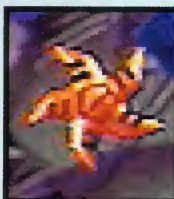
Speeders will hunt you as you travel around the screen, and ram into you, causing small amounts of damage. This may not seem like too much of a threat, but when you put several of them on the screen at once, they become a real menace.



There's no sure-fast way of defeating these little blighters. Keep moving, and use your shields whenever possible. Missiles also help when dealing with speeders, as you can spend your time running away from them and let the missiles do the damage.

Stella Blades

These star-shaped craft fall under the same category as Speeders. They materialise onto the screen in a circular pattern (On later levels, they also form a line pattern) and then home in on your craft. Unlike the Speeders, they are quite slow, but their sheer number and spiky hulls cause massive amounts of damage. If you get caught between a few of them without any shields, you can wave bye-bye to a life!



As before, there's no sure way of getting out of this one alive, so I can only give you a few hints and tips. Keep still when they appear, until you can see a gap in their formation, and then go for it as fast as your engines will take

Trillions

Trillions also fall in the same category as Stella Blades and Speeders, except they don't home in on your craft. These metallic ships start out as a ball, clustered together as they come on-screen. When they reach the centre of the screen, they break up into individual ships, and follow a complicated geometric path across the screen, making them very difficult to hit.

As before, there's no real way to beat them, except to keep out of their way wherever possible.. Use your shields sparingly, and give them everything you've got when they get near you. Go for the grey ones first (these are the easiest to kill; they don't take many shots before they explode) and go for the gold ones last. Missiles and a flamethrower make life a lot easier as well.



Whopper

The Whopper is a spiked ball with a orbiting torus circling it. Covered with spikes and sporting a massive array of small guns, this guardian can cause some real problems if you don't dispose of it quickly. As soon as it comes on screen, stay put (it homes in on you) and let loose with the most powerful weapon you've got. With any luck, it will explode before it reaches you, but if it doesn't, use your shields and keep firing. If (by some small chance), it's still alive after a few seconds, it will start to spew out small bullets in a circular pattern. Thrust away and wait for it to start following you again; this is when it's most vulnerable.



Weapons

Weapons are the key to SSD. Without a powerful weapon, you will find it almost impossible to clear the later stages which have a higher number of asteroids in them. Clout counts in SSD, but what weapon is the best for a certain stage? Read on...

Three-Way

Useless. Completely useless! This is the gun that your ship starts with, and can accept three power-up icons before overloading. Only really useful for performing the 'Switch' cheat (see general tips) to save your other guns. Fires three small bullets in a criss-cross pattern, and has a very short range. Power-ups improve the range and speed slightly, but you should arm yourself with something better the first chance you get.



Bouncer

The Bouncer is a high-powered laser that gets its name from the way some of the bolts are reflected back off the target, producing a bounce effect. The bouncer can accept five power-ups before overloading, and at its most powerful, is a pretty useful weapon.

The bouncer is at its best when fired into a cluster of asteroids or ships, as the ricocheting bolts will normally hit something else as they are reflected back off the original target. The range also increases with each power-up, but the Bouncer cannon is only really meant to be used on the first and second levels with any effectiveness.



Plasma

The Plasma cannon is a great all-round weapon, but only once it's powered-up to it's maximum of six icons. Anything lower than that, and this weapon's very low rate of fire is its downfall. Once powered-up, however, its massive rate of fire and range is especially useful for destroying large guardians or asteroids at long range, as this gun can stretch for the entire length or width of the screen. A good gun to keep in reserve for when the Flamethrower is a little limited in range.





Experiments have shown that this weapon is little use in SSD, but there are a few situations where it can be useful. For instance, the barrier stages (where a spiked, moving barrier crawls across the screen, forcing you to keep ahead of it or be crushed) are a doddle if you have this weapon; it slices through the barriers like a hot knife through butter.

LEVEL 4 - DDSUTVATGIF

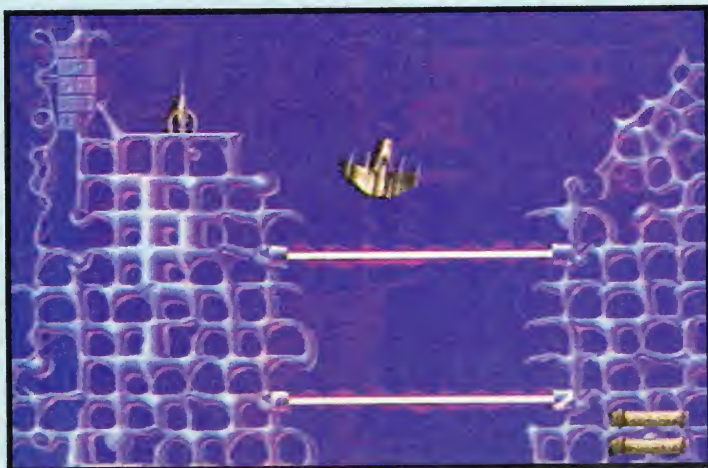


Just keep out of it's way until it starts to slow down. When it stops, it will unleash a flamethrower from it's beak that thankfully, will not move once it has started. This is the perfect opportunity to nip underneath it and let loose with as much firepower as you can muster before the Penguin starts to home in on you again. Run away once more, and when the metal bird stops, beware of the red mines that it 'lays'. These red mines operate in exactly the same way as the mines that the bombers drop, except that you can shoot them (Happy thrusting!). If you keep this up for a while, then victory will be yours; just stay out its way and pick your shots carefully.



Water Level

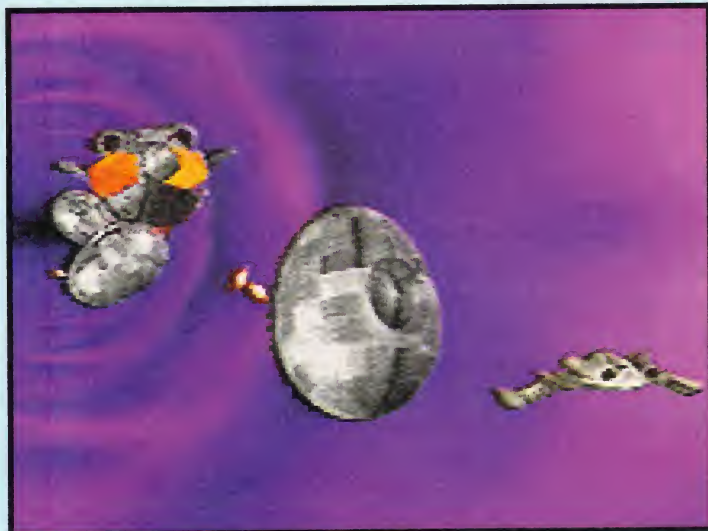
This level is more or less the same as the first water level, and contains three extra lives. Navigating the underwater maze is a little tricky until you get the hang of the controls. The thrust button will move you upwards against what we assume) is the planet's gravity. Delicate use of the thrusters is advised; go too fast and you won't be able to stop yourself from crashing into the walls. Avoid the lasers at all costs, they will kill you instantly unless you are very quick on the shield button. The turn themselves off intermittently, so a little bit of good timing is all that is required to get past them safely.



Warp Tunnel

Nasty is not strong enough a word for this tunnel. It is filled with homing missiles which relentlessly track your ship as they blast their way up the tunnels, and to make matters worse, the mines have been replaced by huge pillars, leaving you very little room to manoeuvre.

Your best bet to complete this level is to keep moving. Staying at the bottom of the screen (which works on all the other Warp sections) is one very good way of dying quickly; the missiles will hit you every time simply because you cannot shoot fast enough to kill all of them. Dodge and weave is the order of the day!



LEVEL 5 - EBSUTYATHHJ

The final level is tricky indeed, but this is the only level which I can't recommend a certain path for. Every stage in this final level is pretty tough, but there's nothing new here; all the tips I've given you over these two articles should see you safely through to the final guardian.



The 'secret weapon' that Dr Scxxx has been hiding is pretty laughable; it's a giant Penguin's head on which he is perched (I'm not one to quibble, but for some reason he's the same sizes as your ship, which by my reckoning, makes him about 25 feet tall!). This guardian's biggest asset is its size. The ship almost fills the entire screen, and takes a fair amount of shots before you kill it. Be prepared to loose a life straight away; this will allow you to start the final battle with full energy and shields, but don't forget to use the 'Switch' cheat so that your guns are not sacrificed at the same time. The pattern the guardian follows is also pretty easy; it's very much the same as for the last guardian, so the tips given there apply equally well here.



And that's it! Once you kill the pesky penguin head, Dr Scxxxx makes off into the background (not before he tips his hat towards you in respect). Unfortunately, all you get in reward is a very poor scrolling message which you cannot skip. The only way out is to reset the machine, depriving you of you high-score! Nice one lads!



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Thank you.

mail Section



Well, it's that time of the month again. We've had lots of letters this month, but we still need more. Don't be shy - put pen to paper and write into us at the usual address. We want to hear what you've got to say, whatever the subject matter. We do our best to read all the letters we receive, and we print the best of the bunch in these pages.

I have found the following Amiga floppy games to work on my CD32 with an SX1 keyboard; *Battle Chess, Sim City, Stratego, Eye of the Beholder, Gauntlet 2, Legend, Beastlord, Tarqhan, Space harrier, Wrath of the Demon, Forgotten Worlds, Waxworks, Mortal Kombat 1 and 2, Obitus, StreetFighter 2, Turrican 1,2 and 3, Gods, Chaos Engine, Thexder, Alien Fires, Golden Axe, Alien Syndrome, Overlord, Double Dragon 3, Robocop 3, Cannon Fodder, Terminator 2, Ork, the Settlers, Heart of the Dragon, Lemmings, Last Duel, Legend of Faerghail, Sim Life, Wind Walker, Globdule, Agony, Leander, Pictionary, Hole-in-one Miniature Golf, Dragon Wars and Stellar 7.* (Phew!)

The following games will work by disabling the CPU caches on the CD32 and then normal Boot; *Sword of Sodan, Bad Dudes, Pit Fighter, F/A-18 Intceptor, Dragon Lord* (much thanks to Richard Summerfield from issue 16 with his suggestions).

I have tried the following games with a 1.3 emulation and with degrader discs plus used Mr Summerfields suggestions, but as of writing this, I still cannot get them to work, or work fully (graphics messed-up); *Shadow of the Beast 1 and 2, Populous, Battle Squadron, ALtered Beast, The Plague, Super Space Invaders, Ninja Warriors, Wierd Dreams, Cyberblast, Night Dawn, Unreal, Risky Woods, Denaris, Robocop, Shinobi and Operation Wolf.*

I own two CD32s, one without the SX1. This one is hooked up to a 27" TV. I sold both my A500's and one monitor to acquire the other with the SX1 (Pal-mode games won't work on the TV, thus the other CD32 is hooked up to a monitor where they work fine). I own over 40 CD32 and CDTV titles and I must say this is one excellent machine. Both CD32's only cost me \$239 each, lower than the cost of the Saturn and the Playstation. The most I have paid for a CD32 game is \$35 (brand new for Gloom - well worth it) - also cheaper than the \$60-70

releases for Sega, or Sony's new machine.

I know a lot of people who own PC's with CD-ROMs, but they always complain that MOST of the games are lousy. Then they come around to my house and marvel at the CD32 games I have. Almost everyone that has tried it has said that they rather they had a CD32 instead. Sure, there are some crappy games for it, but the greater percentage of games are excellent. Will I switch to a PC CD-ROM, or Saturn, or Playstation? Not in this life. It'll be a cold day in hell before I pay that kind of money for a FEW good games and 'superior' technology. Keep the Glooms, Fears, Tower Assaults, Pinball Illusions, Stardusts and Banshees coming is all I can say (Oops! Did I just mention more than a half-dozen great games for the CD32 off the top of my head?) Er no, just six, actually - Ed

Lastly, I must say your magazine is excellent, keep the CDTV reviews coming! Also, you should review any other CD-Rom titles that work on the CD32 and maybe even some CD32 games (even if older games) you have not yet reviewed. This may be pushing it a bit, but how about some reviews of Amiga AGA games that were supposed to be on CD32 but didn't make it?

According to 2 mail order companies in the US (Bare Bones Software and Better Concepts Inc) over 80% of CDTV titles work on the CD32

PS My brother (25 yrs old - Six years my junior) has a PC with CD-Rom and has played Doom 1 and 2 and all of its clones - guess what his favourite Doom-style game is? Death Mask for the CD32. Enough said!

John J. Perry Jnr
E. Templeton
Mass.
US

**W**

ell, there you have it, a comprehensive list of games that will and will not work with an SX1. Now there's no excuse for people writing in and saying they bought this, or that game and it doesn't work! As for the matter with the supposed 'next generation' machines, I don't blame you for sticking with the CD32. The machine is a hell of a lot cheaper, and there's, there's a bigger software library.

**A**

TTENTION!

(I do hope this has got you to pay attention).

Well, I have written to you before and I very much doubt that you will print this, but nevertheless I wrote in to say 'Get your ruddy act together Escom.' Boy, does that feel better. Now if I have left you in a state of complete delirium (not that stuff the Enterprise ran on and Scotty kept yelling at Kirk about) then let me explain. I have a CD32, fair enough; I still use it and I still buy games, but (now is where I can say my piece) why are Escom not producing something special to sell the CD32 as a next generation machine?

Let's look at it this way, if you pick up a copy of Ultimate Future Games (Traitor! - Dino) you will see that every games system is covered in it except the CD32. I mean, even the ruddy CDi is featured! Now, how long has the CDi been under the title 'future games machine'? It's only 16bit for heavens sake! The CD32 is left out for the simple reason that everyone who doesn't own one sees it as a joke equal to the CDTV. Why doesn't Escom release the CD32 with expanded graphics and sound capabilities as all it would take is to couple the CD32 architecture with an accelerator card which could be attached to the CD32's expansion port. It's so simple that it just might work! With the CD32's low price point it would only raise cost to around the same as the other next gen machines. I am saying this because I have a friend with the most powerful Amiga that I have ever seen. It runs at 200Mhz with 32Mb Ram, a 2 Gig hard drive and a 64bit graphics and sound card and a screen resolution of 2048 by 1284. This was an Amiga 1200 when it started and all he has done is put loads of expansion cards in it. I feel rather inadequate with my CD32 and PC.

Do you now see my point. Well I hope you pass my suggestions on to Escom, or Amiga Technologies.

Yours sincerely

James Pearson ,Telford.

**W**

e know just how you feel James. You would have thought that the boom in 'next generation' consoles

would have encouraged Escom to pull their fingers out, but they've done nothing. With a cheaper machine and a huge software library already in place, the CD32 has real pluses over the Saturn and Playstation, but Escom just don't seem to be interested in the machine. Instead they've ploughed all their resources into the relaunch of the Amiga. Now don't get me wrong, the A1200 is a great machine, but surely the CD32 is worthy of some attention too!

**I**

've just got my CD32, so I have a few questions to get off my chest.

1. I swapped my Super Nintendo (hiss, spit) with 18 games for a CD32 with 9 games and 5 Demo disks. Who got the best deal?

2. Which do you recommend I get out of Gloom, Fears, Alien Breed 3D and Death Mask?

3. I've seen Morph selling at £3.99, is this a good deal or is the game just a load of rubbish?

4. Is Dangerous Streets really that bad (I've spotted it with Wing Commander for a really stupid price that even I would pay)?

5. Is the technology in a CD32 better or worse than the Saturn/Playstation?

6. Is there any way you could give me a free game, or even better, tell me this week's lottery numbers?

7. I've got *James Pond 3*, and I enjoy it. Is it worth getting 1 and 2?

8. You mentioned in your brill mag that the CD32 was going to be re-released early next year, but won't this clash with Nintendo 64-bit NU64 machine?

Well, I hope you can answer these questions and put me out of my misery.

Iain Clark, Manchester.

**I**

) In terms of money, the other bloke probably did, but in terms of machinery, you did.

2) They're all pretty cool and in all honesty, all fairly similar, so it doesn't really matter. I'll tell you what, why not get 'em all!

3) Morph got 84% back in issue 1, so at

£3.99 it's a snip, but then again, any game is a bargain at £3.99.

4) Dangerous Streets is a pile of doggy pooch (22%), but Wing Commander got 86%, so for £9 the pair, you're laughing.

5) At the moment the technology isn't so good, but bear in mind the CD32 is a lot, lot cheaper. It's also worth remembering that Escom are relaunching the machine soon with newer and better technology. Whether then it'll be as good as the Playstation and Saturn remains to be seen.

6) Err, no!

7) Personally, I never liked any of them, but if the third one lit your candle, then the others probably will as well.

8) Yeh, but the CD32 is gonna wipe the floor with it!

**I**

I have only bought two of your magazines up to date, that is issue 15 and the other one with the Cover Disk VITAL LIGHT but cannot get them to work. My set up is a 1200 with 2 megs plus 4 meg upgrade. I had to get my upgrade fitted with a Pil chip because without it I would not have been able to get my Overdrive Quad Speed CD-ROM to work. Everything's working fine now except your cover disks - can you tell me why?

I do get the intro screens, but then it just ends up blanking my screen. If I get an answer to my question, I would like to have a list of your back issues because I would like to purchase all of them. Please help me!

Thanking you in anticipation

John Pritchard, Liverpool.

P.S. If anybody else can help me, pass the letter on (I am disabled but I'm over 21 years).

**I**

f anybody has ever experienced similar problems to John, write in and let us know all about it.

**T**

here are a few points I would like to make regarding the future of the CD32. Firstly, I have seen the new games machines demonstrating their games, and I would have to say they really look good, I was quite impressed. But would I buy one? Definitely not. Why not? Because I am one of those He-Men who owning SX1 unit plus

hard drive etc, and find that games only take up a small part of my interest in the Amiga CD32. I spend more time making animations, painting, music, viewing demos, making games using utilities etc, etc, etc..... You would have to say the CD32 is far more than just a games machine (and a good one at that), also games available for the CD32 are so much more varied. Could you make a game at home for the Sony Playstation and get it distributed through PD libraries etc. - NO!

I also have a few suggestions for your mag. I would like to see more serious software, utilities, pics etc. for people with the SX1 unit and ZG pro drives as I see it this could be where the future of the CD32 would be. Many of us CD32 Gamer buyers look at the CD32 as more than a games machine - more people would probably want to buy your mag too. On a greedy note, I would imagine general Amiga ware distributors would want to advertise in your mag which would enable you to have more articles ie. Trouble Shooting page, new P.D., general help, serious hard ware/software previews, etc.

Oh well that's all for now, I like your magazine; keep up the good work.

C. Anderson.

P.S. I am enclosing a copy of something I did in the hope that you can get 'Multi Media machine' to put it on the cover CD. It is CD32 friendly ie. it has 'Joy Pad' support and has a edited start up assign file on it.

One of the joys of the Amiga range and the CD32 is the accessibility and versatility it offers users. Not only are they great games consoles, they are powerful learning tools. So many of today's top programmers started from home writing PD and shareware stuff on machines like these. Unfortunately, this is impossible on the Playstation and Saturn, which is one of the main reasons why it's so important to have machines like the A1200 and CD32. As for your suggestions, we're always open to constructive criticism and you can rest assured your ideas will be seriously pondered over.

Thanks for the best CD32 mag ever made. I used to buy some useless mag, but now I have

seen the light and changed to CD32 Gamer! I did send a letter some time ago, but it never got printed, so I decided to send another. Please, please (pathetic please) print this one! I am writing to inform you of a cheat for UFO Enemy Unknown.

- 1) Start a new game on any level.
- 2) Place your base anywhere.
- 3) Sell all your ships i.e. Skyranger and interceptors.
- 4) Sell all your men and equipment.
- 5) Demolish all buildings, leaving access lift until last.
- 6) The screen should go corrupt, if it doesn't reset itself go to step 7.
- 7) Sell Hovortank and Plasmas, be sure to use the blue button to sell them. Don't go over £2 million, or the game will crash.
- 8) Select 'build new base' and place it anywhere.
- 9) Be well and kick butt!

I would have sent this to the cheat section, but I couldn't find the address.

Richard Morris
Bedfont

Richard forgets to mention exactly what this gem of a cheat achieves (Err? More money? - Dino), but it must be something special. By the way, in case anybody else is wondering, the address for the tips is exactly the same as for the letters.

I am looking back to a nice year, in which I had subscription to your CD32 Gamer magazine. It's really a pity that there's not much good news about the CD32 recently. Anyway, I have enjoyed the subscription very much and want to thank you for the magazine again.

I also have a problem, which you probably might solve. I am desperately seeking for the address of Optonica Ltd, the makers of 'Inside Technology' and other programs. I have that program, but there's no address included since you had demos in your magazine, I hope that you can help me out ...

Thanks a lot,
Kind regards
Helmut Honig

Cheers Helmut, it's nice to know you enjoyed your years subscription. If you liked it that much though, why not re-new it?

Believe me, the CD32 ain't dead yet! Regardless of what you do, here's that number for Optonica you requested - 44 01455 558282.

I have recently bought my CD32 and I think it's great, just like your magazine and I am writing in to give you a tip for Elite 2 and ask a few questions.

In Elite 2, you will need a ship with a few cabins. Go to the Bulletin board and find someone who needs a cabin and accept the job. Now go the shipyards part exchange and find the cheapest ship there is. Try to buy it and the attendant will say you can't sell your ship with passengers on it, but you will still get the money.

Now the questions:-

1) Why not bring the price of your mag down for Christmas? It would only be once a year and might even do good business as everyone will be saving up.

2) Why can't we have Doom on the CD32 if it's out on the SNES?

3) In issue 16 you said that the CD32 was going to be revamped and re-launched. Does this mean that it will look completely different, or just that the sign will say Escom instead of Commodore? If they do change it, will all the games be compatible on both of the systems?

Gareth Chapman
Northampton

Bringing the price of the mag down is an idea we've been toying with for some time, unfortunately, the powers-that-be seem reluctant to forsake any of their profits. So, unless they're struck down by a sudden rush of generosity, I'm afraid the mag is gonna be staying at £5.99. At £6 a go though, the mag still represents excellent value for money.

It's unlikely that Doom will ever make it on to the CD32, not because of any deficiencies with the machine, but because publishing companies are still reluctant to release software on the CD32. Anyway, with excellent titles like Gloom and Fears around, who needs Doom? Right, next question!

Ah! Yes, the CD32 relaunch. As far as we know, the machine is undergoing some cosmetic surgery, basically making the machine a bit more attractive to look at, but there's also some plans to completely overhaul the engine design. So the machines performance

shouldn't be too different and I would expect all the old and new games to compatible to both machines.

On recent cover CD's I have noticed that SEUCK (shoot-em-up construction kit) games work on the CD32, so you might want to send the ones enclosed to your duplication people. They are much better than the ones that have been on your cover disks before (well I guess you'll be the judge of that!)

It's an auto-booting disk, so what have you got to loose?

Thanks very much,
Damian Warbers

As I write, Damian, your games are fighting their way through the great British postal system on their way to our man at Multi-Media machine, so expect to see your games appearing on a cover CD near you soon. The CD32 are always grateful for any games to stick on the cover CD, so if anyone else has something they'd like to see on a nice shiny silver disk, then send it to us at the usual address.

I get CD32 Gamer every month and I'd just like to say that I think that your magazine is great and keep up the good work! I'd like to ask a few questions.

1) Will there ever be an infra-red gun like the SNES Super Scope, or like the Mega Drive's Menacer for the CD32? If so, when will it be released and how much will it cost?

2) Are there any games like *Sim City*, or *Baldies* coming out on the CD32 in the near future?

3) Are there any plans for *Settlers* to come out on the CD32? If so, when will it be released?

4) Is it possible to use external disk drives, or a keyboard on the CD32 without using the SX1 expansion module?

5) Is there a release date for *Cannon Fodder 2*?

6) Have you got any tips for *Gloom*, like a level select, as I have just bought it and am having trouble getting to the higher levels?

7) Will you be putting any of the following

games on your excellent cover discs: *Lost Eden*, *Worms*, *Gloom 2*, *Alien Breed 3D*?

Yours Faithfully
Gary Millikin

As far as we know, Gary, there's no immediate plans for an infra-red gun of any sort for the CD32. You never know what the future has in store though!

2) There was talk that *Baldies* would be coming out on the CD32; in fact we previewed it back in issue 14, but the project seems to have been shelved. As for *Sim City* and the like, we've not heard of any plans.

3) Err, no!

4) Not as far as we know.

5) Virgin have pretty much given up on the CD32 (shame on them), so it's unlikely we'll ever see *Cannon Fodder 2*.

6) No we haven't, but if anyone else can help, send your tips and cheats into the usual address.

7) *Alien Breed 3D* is on the Cover CD of this very issue. We also hope to have a *Worms* and *Gloom 2* demo for you soon as well, unfortunately, though, *Lost Eden* is another casualty of the growing scepticism within the industry for anything CD32 related and thus, is unlikely to ever hit production.

The purpose of writing this letter is to respond to the letter from Mike Antoniou, London. He asked how he could get past the end of Level 2.2 on *Zool*. Well I have scratched my head and found out all the piano codes for level 2.1 - 2.4, so here they are:

1st piano: No code

2nd piano: (A) Brown, Orange, Green, Dark Blue. (B) Brown, Yellow, Red, Orange, Green

3rd piano: Light Red, Yellow, Light Blue, Dark Blue

Just jump your character onto these notes and on 2A spin-kick the note for an extra life. On 2B, just jump into the note. On 3 grab hold of it and it will take you up.

I only found out the last code a few weeks ago and I am now stuck on level 3.4. I would appreciate it if anyone can help?

I have a tip for anyone that is fed up with the audio tracks on *Zool* and Nigel Mansell. Just lift the CD lid and insert one of your music CD's and it will play those audio

tracks, but change back the CD's before the CD32 attempts to load another level.

In addition to the above, I have just found out all the *Naughty Ones* codes, so here they are:

Stage One: TEKKNOIA

Stage Two: TEATIMER

Stage Three: FREEDOM

Stage Four: DRAFTBAK

Stage Five: ANCIENTS

I know you have published cheats for *Diggers* in the past, but everyone else seems to have a problem with it. I have completed it 6 times with every character. The only advice I can give is to save all your money, don't buy any expensive mining equipment, as it isn't necessary. Mine in big, long strips and when the Mines get deep, buy a telepole to save the Digger's energy from falling. Try to find deep pits with valuable minerals and do not be afraid to beat up your opponents. If people are getting bored whilst digging, just carry on the way that they are already going. If a Digger has nothing to do and is getting bored, then teleport him.

Thanks and I hope your readers will find these cheats useful.

Simon Hood
Southampton

Cheers for all the tips and cheats, Simon, that should sort out a few problems for our troubled readers. If anyone else has any tips and cheats, send them in, you never know, you just might get to see your name in print! What a thrill!

write to us !

Send your brickbats, bouquets and any spare cash that you may want to push our way to :

MAIL SECTION, AMIGA CD32 GAMER,
COMPUTERFACTS, 14A UNION STREET,
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A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.



❖ The Definitive Guide To All CD32 Software ❖

A B

AKIRA • Neo

Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay – well, have a sick bag handy!

ACG Rated 60% (Issue 10)

ALFRED CHICKEN • Mindscape

Unoriginal and unspectacular, but it doesn't matter 'cos playability is top notch with big, varied levels testing platforming skills to the limit.

ACG Rated 78% (Issue 1)

ALIEN BREED • Team 17

An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

ACG Rated 77% (Issue 1)

ALIEN BREED 2 • Team 17

Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.

ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS • Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles that should keep you guessing for quite a while. Fun.

ACG Rated 74% (Issue 1)

ARCADE POOL • Team 17

Sophisticated it's not, but for quick action entertainment this game is hard to beat, with some tough opposition.

ACG Rated 88% (Issue 2)

BANSHEE • Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

BASE JUMPERS • Rasputin

Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.

ACG Rated 79% (Issue 13)

BATTLE CHESS • Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

ACG Rated 76% (Issue 1)

BATTLETOADS • Mindscape

Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

ACG Rated 22% (Issue 3)

BEAVERS • Unique

A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY • Virgin

The best point 'n' click adventure on the CD32, and one of the best to grace any format. Escape from a futuristic metropolis and have enormous fun whilst doing so.

ACG Rated 90% (Issue 7)



BENEFACITOR • Psychosis

Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*!!

ACG Rated 85% (Issue 9)

BIG 6 • Codemasters

Compilation of simple, jolly adventures for the lovable eggy hero Dizzy. For the young or young at heart!

ACG Rated 89% (Issue 9)

BRIAN THE LION • Psychosis

An varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL • Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX • Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay as a whole is original and entertaining.

ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK • Audiogenic

Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.

ACG Rated 74% (Issue 6)

BUMP 'N' BURN • Grandslam

A straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.

ACG Rated 90% (Issue 4)



C D E

CANNON FODDER • Virgin

A shoot-'em-up with a difference, ie buck-etsloads of originality, playability and blood-spattered black humour.

ACG Rated 90% (Issue 2)



CASE OF THE CAUTIOUS CONDOR

• Airwave Adventure

A "whodunnit" murder mystery where you have to save the universe. Well, not the entire universe, but one bit. Sounds like a certain board-game to me.

ACG Rated 80% (Issue 16)

CASTLES II • Interplay

Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.

ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN • Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG Rated 6% (Issue 1)

CHAOS ENGINE • Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.

ACG Rated 72% (Issue 2)

CHUCK ROCK • Core Design

Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...

ACG Rated 57% (Issue 1)

CHUCK ROCK II : SON OF CHUCK

• Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character.

ACG Rated 86% (Issue 2)

CLOCKWISER • Rasputin

Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.

ACG Rated 81% (Issue 6)

COALA • Empire

A brave attempt at re-releasing an old format. A good game, but it looks and feels a little dated.

ACG Rated 89% (Issue 19)

DANGEROUS STREETS • Flair Software

Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninvolved.

ACG Rated 22% (Issue 1)

DEATH MASK • Alternative

Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.

ACG Rated 88% (Issue 9)

DEEP CORE • Ice

Nice intro soundtrack and good in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)



D/GENERATION • Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32.

An addictive mix of arcade action and brain-twisting puzzles.

ACG Rated 90% (Issue 1)

D-HERO • Gremlin Graphics

An unoriginal, but still very slick and playable *R-Type* clone. Five levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

DARK SEED • Cyberdreams

A slow but intriguing adventure game with stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.

ACG Rated 90% (Issue 4)

DENNIS • Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

DIGGERS • Millennium

A more sophisticated variation on the *Lemmings* arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to complex control system.

ACG Rated 56% (Issue 1)

DONK • Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

DRAGONSTONE • Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

EMERALD MINES • Alamathera

Graphically this is painfully bad, but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

EXILE • Audiogenic

A classic arcade adventure in CD32 form. It's big, it's challenging, it's unique. The only thing which stops it achieving gold status is the irksome control method.

ACG Rated 89% (Issue 15)

EXTRACTORS • Millenium

The follow up to *Diggers* takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.

ACG Rated 88% (Issue 11)

F

FEARS • Manyk

Doom meets the CD32, and while the PC market is fit to burst after every software house decided to release a clone of this great game, it has yet to filter across to many of the more popular formats. At last, CD32 owners can get a taste what they've been missing, and boy, is it ever good!

ACG Rated 94% (Issue 16)

F17 • Team 17

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to *Mansell*.

ACG Rated 73% (Issue 1)

FIELDS OF GLORY • Microprose

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.

ACG Rated 69% (Issue 7)

FIRE & ICE • Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.

ACG Rated 87% (Issue 2)

FIRE FORCE • Ice

A side-scrolling *Commando*-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

FLINK • Psygnosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

FLY HARDER • Buzz

A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

FOOTBALL GLORY • Black Legend

A football game in the *Sensi* mould, graphics-wise. More humour, but sadly lacks playability.

ACG Rated 85% (Issue 13)

FRONTIER: ELITE II • Gametek

A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.

ACG Rated 95% (Issue 2)

FURY OF THE FURRIES • Mindscape

An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

GLOBAL EFFECT • Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

GLOOM • Black Magic

A *Doom* clone. Need we say more? Oh, alright then. It's smooth, packed with generous mounds of violence and you get an effing big gun. Top title.

ACG Rated 92% (Issue 15)

GUARDIAN • CDS Software

A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complimenting a visually stunning game. Play is unrelenting and monotonous – a perfect shoot-'em-up.

ACG Rated 92% (Issue 5)

H

GUNSHIP 2000

MicroProse

A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.

ACG Rated 92% (Issue 2)

HEIMDALL II • Core Design

A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.

ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049

MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS • System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

JKL

ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER

• Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

JAMES POND III : OPERATION

STARFISH

• Millennium

A slick addition to the *Pond* legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 'n' fun - one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

JETSTRIKE • Rasputin

A game-player's delight, packed with challenge and attention to detail. A brilliant crossbreed of flight sim and shoot-'em-up action. Don't miss it!

ACG Rated 94% (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL

• Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and collision detection.

ACG Rated 32% (Issue 1)

JUNGLE STRIKE • Ocean

The sequel to *Desert Strike* isn't as polished as its predecessor, but offers more of the same addictive mayhem.

ACG Rated 90% (Issue 7)

KID CHAOS • Ocean

A blatant *Sonic* clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

KINGPIN • Team 17

Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect, especially with a few friends.

ACG Rated 80% (Issue 10)

LABYRINTH OF TIME • Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. The slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

LAST NINJA 3 • System 3

Unchanged from its A500 origins, this is showing its age. Varied puzzles and a budget price make it worth a look though.

ACG Rated 68% (Issue 3)

LEGACY OF SORASIL • Gremlin

A convincing, truly atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this impressive, while the easy control system and fast pace will get anyone addicted. Real RPG fans will find it rather lacking in depth though.

ACG Rated 84% (Issue 3)

LEMMINGS • Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be more welcome.

ACG Rated 79% (Issue 2)

LIBERATION • Mindscape

A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving

gameplay and texture-mapped graphics.
ACG Rated 92% (Issue 1)

LITIL DIVIL • Gremlin

Four years in the making, this CD-only title isn't state-of-the-art, but fifty-plus zle ro s add up to a chal with plenty of r-style humor.

..... **MN**

LOTUS TRILOGY • Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

LUNAR-C • Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius'* power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rated 37% (Issue 1)

..... **OQ**

MARVINS MARVELOUS ADVENTURE

• 21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

MEAN ARENAS • Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated 61% (Issue 1)

MICROCOSM • Psychosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is repetitive and frustrating.

ACG Rated 60% (Issue 1)

MITRE SOCCER SUPERSTARS • Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*!

ACG Rated 82% (Issue 10)

MORPH • Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated 84% (Issue 1)

MYTH • System 3

A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.

ACG Rated 71% (Issue 3)

NAUGHTY ONES • Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF • Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP • Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated 74% (Issue 1)

OSCAR • Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.

ACG Rated 59% (Issue 1)

OUT TO LUNCH • Mindscape

Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

OVERKILL • Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*)

ACG Rated 67% (Issue 1)

PGA EURO TOUR • Ocean

A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original. Not to be missed.

ACG Rated 93% (Issue 8)

PINBALL FANTASIES

• 21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS • 21st Century

The only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.

ACG Rated 96% (Issue 8)

PINKY • Millenium

Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

PIRATES • MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

POWER DRIVE • US Gold

Isometric racer made frustrating and irritating by the dodgy control. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.

ACG Rated 68% (Issue 14)

PREMIERE • Core Design

A varied and imaginative platformer flawed by awkward controls. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

PROJECT X • Team 17

A classic side-scrolling shoot-'em-up with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)

ACG Rated 89% (Issue 1)

..... **QR**

QWAK

Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS • Flair

Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated 89% (Issue 10)

RISE OF THE ROBOTS • Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A legend in its own infancy and a milestone of technical excellence.

ACG Rated 90% (Issue 6)

ROADKILL • Grandslam

Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre you can't go wrong.

ACG Rated 91% (Issue 7)

ROBOCOD • Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (Issue 1)

RYDER CUP GOLF • Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's definitely worth checking out.

ACG Rated 68% (Issue 2)

..... **ST**

SABRE TEAM • Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of the SAS will love the game's depth, but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

SECOND SAMURAI • Psychosis

No different to its A1200 predecessor, this boasts good graphics, some imaginatively varied puzzles and a neat two-player mode that extends its playability extensively.

ACG Rated 85% (Issue 3)

SEEK AND DESTROY • Mindscape

A simplistic and somewhat less than spectacular overhead shoot-'em-up game. Quite playable, though.

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER • Renegade

Tiny sprites and a control system which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.

ACG Rated 91% (Issue 1)

SHADOWFIGHTERS

• Gremlin Interactive

The best beat-'em-up on the CD32, with loads of special moves and characters. It'll give you a good punch on the bottom!

ACG Rated 91% (Issue 12)

SIMON THE SORCERER

• Adventure Soft

With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.

ACG Rated 90% (Issue 4)

SKELETON KREW • Core

Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

SLEEPWALKER • Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

SOCCER KID • Krisalis

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is



capable of some great stunts with his football.

ACG Rated 88% (Issue 5)

SPEEDBALL 2 • Renegade

Despite audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.

ACG Rated 90% (Issue 12)

STRIKER • Elite

A dated A500 footie sim. Terrible graphics, poor ball control and the game plays too quickly.

ACG Rated 43% (Issue 2)

SUB WAR 2050 • Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX • Flair

Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.

ACG Rated 37% (Issue 2)

SUPERFROG • Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

SUPER LEAGUE MANAGER

• Audiogenic

The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.

ACG Rated 90% (Issue 11)

SUPERLOOPZ • Audiogenic

Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.

ACG Rated 82% (Issue 11)

SUPER METHANE BROTHERS

• Apache Software

Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode.

ACG Rated 83% (Issue 3)

SUPER PUTTY • System 3

An entertaining and original platformer, and one of the better early CD32 releases.

ACG Rated 70% (N/A)

SUPER SKIDMARKS.2 • Acid

Rip-roaring racera with splendid 3D sprites and tough as a rugby team. Girly wuss-bags need not apply!

ACG Rated 92% (Issue 11)

SUPER STARDUST • Team 17

Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.

ACG Rated 90% (Issue 5)

SYNDICATE • Mindscape

Top quality marriage of the strategy of *Populous*, the

action of *Cannon Fodder* and a whole lot of blood and gore of its own.

ACG Rated 93% (Issue 13)

THE CLUE • Neo

A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.

ACG Rated 80% (Issue 10)

THE LOST VIKINGS • Interplay

One of the best games around, and a great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.

ACG Rated 90% (Issue 1)

THEME PARK • Mindscape

The one and only amusement park simulator. Take *Sim City*, add a few sprites, a dose of fun and you're halfway there.

ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.

ACG Rated 8% (Issue 1)

TOP GEAR 2 • Gremlin

The *Lotus* game engine is reused one more time. Faster & slicker than before, but the tracks are monotonous, car handling uninvolved and the music awful.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE • Ice

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Truly awful.

ACG Rated 45% (Issue 2)

TOWER ASSAULT • Team 17

The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.

ACG Rated 91% (Issue 7)

TOWER OF SOULS • Black Legend

The compelling fusion of fantasy role-playing and action packed arcade combat makes *Tower of Souls* one of the most exciting releases to come out on the CD32 this year. Having already won over the Amiga press, it arrives amid high expectations on the CD32.

ACG Rated 84% (Issue 16)

TROLLS • Flair Software

A cutesy platformer with 14 different levels. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.

ACG Rated 67% (Issue 1)

TURBO TRAX

Kompart

Sssmokin top down race-'em-up taking loads of landscapes from arctic to desert. The super smooth scrolling is a delight to behold, but it's tough!

ACG Rated 90% (Issue 15)

UWZ

UFO — ENEMY UNKNOWN • Microprose

A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.

ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS • Team 17

A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.

ACG Rated 93% (Issue 2)

UNIVERSE • Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (Issue 5)

VITAL LIGHT • Millenium

Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.

ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER

• Audiogenic

Despite a wealth of play options and a choice of view options, this falls down on poor joystick responses.

ACG Rated 76% (Issue 3)

WHALE'S VOYAGE • Flair Software

A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.

ACG Rated 80% (Issue 1)

WHIZZ • FLAIR

Surreal isometric platform adventure with some slick visuals.

Anyone remember *Head over Heels*?

ACG RATED 92% (ISSUE 10)

WILD CUP SOCCER • MILLENNIUM

Sure, it looks gorgeous, but this ultraviolent sports sim has minimal gameplay.

ACG Rated 65% (Issue 5)

WING COMMANDER • Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (Issue 1)

XENON 2 • Bitmap

The Bitmap Brothers at their best. Classic blasting action that will have you reaching for the Deep Heat rub to calm your sore joystick hand. Superb graphics, stunning playability and a good music score to boot.

ACG Rated 88% (Issue 16)

ZOOL • Gremlin

Masses of onscreen colour, a great intro and impressive soundtracks. Shame the gameplay's so limited.

ACG Rated 60% (Issue 1)

ZOOL 2 • Gremlin Graphics

Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest.

ACG Rated 70% (Issue 2)



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